THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

Go to work on an egg

£2.50 ISSUE 84 DEC 92 • WITH EGG-WHISKING FREE TAPE

WRITE YOUR OWN GAME! For a step-by-step guide pop into Steve's Programming Launderette on page 34

DIZZY SEES THE LIGHT!



Oh no, look! There isn't a free tape in this bit is there? Quick, run back to the newsagents and ask for the YS 84 tape with *Light Corridor* and *Sergeant Seymour* on it. It can't have gone far, it's got very short legs.

CRYSTAL KINGDOM DIZZY
Exclusive review inside

CLOCK THIS!

Slimy **Steg** slithers onto the Spec ● Yee-ha! Seymour the lovable lardball heads for the hills in **Wild West Seymour** ● The ones that got away! **Atom Ant** and **Boulder Dash** reviewed inside ● **Street-fighter 2** previewed! ● Find out how to write a SAM game in SAM Centre ● **Dizzy** tips a-plenty in this month's Tip-shop ● Plus! Win a ghetto blaster and bags of splendiferous **Dizzy** goodies!

Page 50 might be able to help you

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CONTENTS D

Wah-hey, Spec-chums! Greetings and welcome to another issue of the fabbiest, funniest and most fruity Spec mag in the universe.

Yet again there are changes afoot in the Shed. We've been steaming and plotting and trying to come up with a few things that we think make the mag look even better. In doing this, we've also taken into account a lot of your comments.

In order to give us more editorial space we've chucked out the House Ads for Mega and Super Play. Both mags are now in the shops and are well worth checking out if you've got a Nintendo or a Megadrive. We've used the extra space for our new programming column. Month by month, Steve Anderson will tell you how to write a game.

We've also got rid of Flip! I know some of you loved it but, on the whole, most of you didn't. We've kept the Killer Kolumn, you'll find it right at the back of the mag. Oh, and from next month, Haylp! will be a section within the letters' pages. It's a fun page but we seem to get the same letter over and over again.

Hope you enjoy this issue, and we'll see you next month. Happy bonfire night!

Goodbye
Lots of love,
Linda ✿

ISSUE 84 / Dec 92

YOUR SINCLAIR THE MAGNIFICENT 7

EXCLUSIVE!



LIGHT CORRIDOR: COMPLETE GAME!



BORED OF THE RINGS PART ONE: COMPLETE GAME!



SERGEANT SEYMOUR PLAYABLE DEMO!

PLUS! *SOUNDTRACKER COMPILER*, A THOROUGHLY SQUIZZY *PD DEMO* AND A *PD SAM GAME*. C'EST UN COMPLETE SPANKER!

SLAM THAT BALL OVER TO PAGE 4

12 ***CRYSTAL KINGDOM DIZZY REVIEW***

Catch up with the ovoid one's latest adventure inside. All our old friends are there including the evil wizard Zaks and that big, warty troll. Check out this month's review for the lowdown.



NEXT ISSUE ON SA

ECEMBER • 84

BLIMEY, IT'S THE GAMES SECTION!

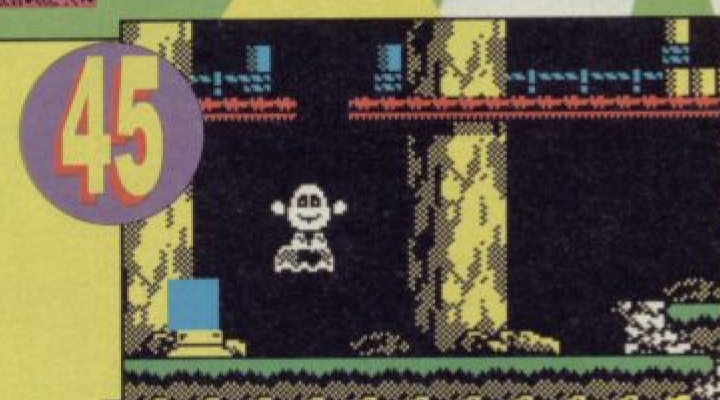
REVIEWS





PREVIEWS

THE REGULARS



CodeMasters/YS Dizzy Compo

What with this being our Dizzy issue, we had to give you the chance to win loads of Dizzy goodies. We've got a ghetto blaster, Dizzy clocks, Dizzy mugs and, erm pickled eggs.



Steve's Programming Launderette

Month by month, Steve Anderson will tell you how to write a game in BASIC. We start with the character sprite. Hurrah!

ALE DECEMBER 3RD



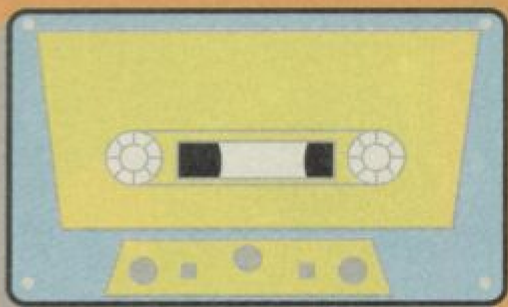
Linda Barker Editor ● Dizzy hero: Blackheart ● Why? He's the only character with any real style. I've always been very partial to hoop earrings, bandanas, and a bit of yo ho ho!



Andy Ounsted Art editor ● Dizzy hero: Dylan ● Why? It seems that all those characters are always rushing around. Dylan's the only one who's laid back enough for me.



Jon Pillar Staff writer ● Dizzy hero: Zaks ● Why? he's the only one with an ounce of common sense. He's the only one who can teach that avoid blighter what for.



THE MAGNIFICENT 7

Bonfire night! It's a bit loud, isn't it? So why not stay in and load two games, a playable demo, the Soundtracker Compiler, a PD demo, a SAM PD game and a load of POKEs? Why not, eh?



THE LIGHT CORRIDOR – it's an ever so French full game, and it's just over there!

It's a silly adventure! BORED OF THE RINGS PART ONE is over on page five!





Or collar villains with SGT SEYMOUR on page five.

Dash over to page five and relax Mah Jongg-style with your Coupé and SAM SHANGHAI.





Turn to page six for ST COMPILER and play those funky songs in your own progs!

While it's colour city on page six with INTERLACE.





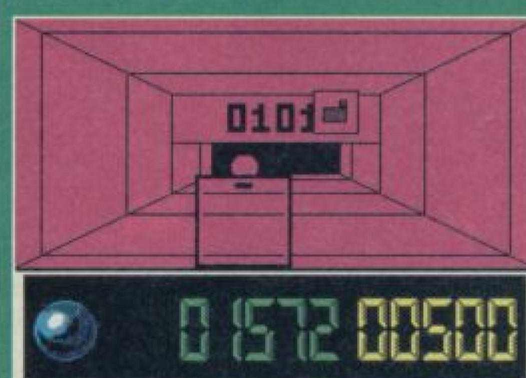
Finish things off with a total HACK ATTACK on page six.

LIGHT CORRIDOR

Infogrames
Load in 48K mode

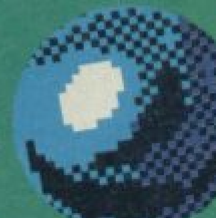
COMPLETE GAME

How long is it since we had an extremely strange French game, eh? Far too long, I'll be bound. So here's a rip-snortingly good one to sort of redress the balance. According to the tape inlay, *The Light Corridor* is a journey through life, the universe and chromatic harmony in order to bring light perception to the sensitive universe. According to Leonard Sasquatch, Linda's milkman, it's 3D ping-pong with loads of weird obstacles. We're inclined to believe Lenny, mainly because he'll cancel Linda's strawberry yoghurt if we annoy him.



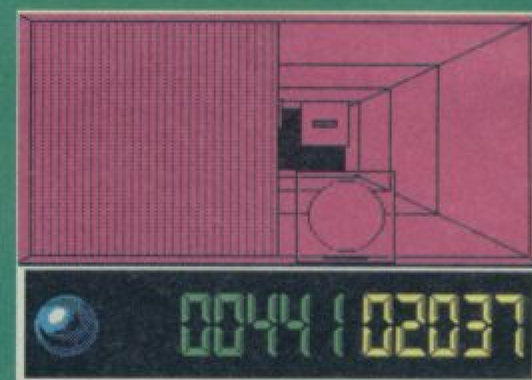
Is that ball coming or going? Philosophers have argued this question for years. And years. And years and years and years, I'll be bound.

In *The Light Corridor*, you play the part of a transparent bat. The idea is to thwack a ball into a scrolling corridor, knocking it over all the barriers and nodding it into the goal at the end. These barriers take a variety of forms – at the simplest they're just whacking great slabs of cement lying inconveniently across parts of the corridor, but at the most horribly complex they're moving arrangements of dastardly blocks that leave you about six inches of space to squeeze through. The ball can't actually be harmed by thrumming into these obstacles (come to that, neither can you) but if the ball rebounds from one and reaches the back of the screen, you'll lose a life. Caramba, eh?





That's the trouble with 3D games. It's so hard to express their vitality with a static sreenshot. Let's try a sound effect instead. 'Plib!' Nah, doesn't help either.



Boris spanged painfully off the wall, his frustration showing through the camouflage paint. Thin Jim was just too far ahead! Now Natasha's cause was doomed.



To help you, there are bonus icons dotted around the place. The pattern on the icon gives you a good idea of what that particular power pill does – for example, the one with two lines on gives you another bat to control; the one shaped like an L gives you an extra life, and so on. (In other words, the instructions didn't list them so we don't know either). But that's not the best of it! If you find yourself criticising the corridors as you blurt down them, sneering at the pitifully easy traps and looking down your nose at the décor, you can create your own level. Simply use the so-easy-to-follow-we're-not-even-going-to-bother-mentioning-them icons to build up a light corridor of throbbing toughness, invite your friends round and pretend it's Level One. Ha ha! Before long, you, erm, won't have any friends left. So perhaps it's not such a good idea after all then. We leave the matter entirely to your discretion.

CONTROLS

Joystick or definable keys, lots of patience and an apple pie to reward yourself with after negotiating a particularly crafty corridor

BORED OF THE RINGS (PART ONE)

Delta 4/Zenobi Software

COMPLETE ADVENTURE

Now this, this is what I call an adventure. Actually, it's what most people would call an adventure. Except mad people of course. They would probably call it a teapot, or splunge, or Robert Vaughn or something. But anyway; it's an adventure and for my money (this thrupenny bit I was given by a mysterious old woman in return for a packet of oatmeal) the funniest parody of all (as demonstrated by this bit of blurb taken straight from the inlay). (Cough, twiddle tie, adopt print equivalent of a hammy radio actor in that adaptation of *The Hobbit.*)

From the far reaches of the west, to the dwarvish caves of the east, the awesome power of the Great Ring was known. Even in the Shire, home of the furry-footed boggits, its evil was feared. All knew of it, all except Fordo Faggins. With his fat, boggit chums, he made merry, undisturbed by the circle of gold his uncle Bimbo claimed he'd 'found lying in the road.

Then, one day, the familiar grey figure of Grandalf, the old conjuror, came staggering into town. Shortly, a party for all the obese inhabitants of Boggiton was announced.

Fordo, contemplating these things and their relevance to the recent appearance of tall, hooded riders with flaming red eyes, found nothing unusual in it, such was his stupidity. All he knew was that there was going to be a party. And parties meant food.

Good, eh? Basically, you're Fordo, and you've been given the task of destroying the Great Ring. In Part One you have to get as far as the Gate of Dormor in one piece, collecting a party of fellow adventurers on the way. The game's not terribly difficult (though a knowledge of Tolkien's books might come in handy) and all in all it's a lovely taster for the considerably tougher (and even funnier) Part Two, which will be on the tape next month. Beware of the trees!

CONTROLS

Your fingers, that handy keyboard and a brown paper bag to laugh in

DEAD IMPORTANT!

Due to circumstances beyond the control of Sexton Blake, famous Holmesian detective of the 1930s, *Bored Of The Rings* won't run directly from tape. Instead of typing in LOAD "", you should enter CLEAR 24999: POKE 23606,139: POKE 23607,189: LOAD "". Sorry!

SERGEANT SEYMOUR

CodeMasters

PLAYABLE DEMO

Evening all. Constable Joanna Basenji here *(Oh no! Ed)* to tell you a little about this four-level demo of the brand-new Seymour game. You read all about it last month, but basically you run Seymour round the maze, grabbing baddies with your extendable arm and flinging them against the walls to reveal lovely bonus icons. Or horrid bonus icons, or whatever. Easy peasy, eh? I'll even lend you my truncheon to wallop the villains with. Wallop wallop wallop! it goes. Then I have a bit of a rest. Then it's wallop wallop wallop! again. *(Don't ever let this woman near my magazine again. Ed)*



The Penguin Quartet of Death held no fears for brave Sergeant Seymour. He merely adjusted his tie, pulled at the bottom of his jacket and grinned cheekily.

CONTROLS

Joystick or definable keys and a souvenir 'Basenji' rubber truncheon available from the YS Warehouse for only £9.99 ('It's the best truncheon I've ever needlessly thumped a suspect with' – Constable Rasputin Wheelybin. 'I laughed until my head fell off' – Tim Loony, Evening Chronicle)

SOUNDTRACKER COMPILER

BZYK of Pentagram
128K only

PD UTILITY

The *Soundtracker Compiler* is a prog for crunching your *Soundtracker* songs down into independent machine-code routines. After the mindboggling complexities of *ST* itself, you'll be pleased to hear the compiler has only one menu with eight options on it. The important ones are the first four – Load Song, Compile Song, Merge Play Routine and Save the Data File.

The easiest way to show you how they work is to take you through the compiling process. First of all, load *Soundtracker* itself and save the song you get with it using the Save Song option (pretty obvious really). Then load *ST Compiler*, select the Device option and change it to tape (exactly as you did with *Soundtracker*).

Right. Now select Load Song and start the tape. When the song has loaded, choose the Delay Rate (ie, the speed of the song – usually six) and Compile it to the memory address that most appeals to you. (Try 32768 if you can't think of anything else.) If you're doing something extremely clever with machine code, you can now save the music file to tape (or +D disk) and fiddle with it to your heart's content. Otherwise, select the Merge Play Routine option. This adds the bit of code that plays the music. (The reason for being able to save a compiled song without the play routine is that you can play loads of songs using just the one chunk of execution code, thus saving memory.) You'll now get a lot of numbery information on the screen. Grab a piece of paper and write it all down, then Save the complete file.

Right again. You're now ready to play that funky song. Quit from *ST Compiler*, CLEAR the-address-you-compiled-to-minus-one and LOAD your compiled song. Glance back at that bit of paper. The Init_Song address is the routine you have to call in order to set up the sound channels. (If you call it a second time, it turns the music off.) The Play_Song number is the address you call every TV frame, or, if you're using machine code, every vertical blank. So, the simplest BASIC program you can use to play the music is:

```
10 CLEAR (compiled address)-1
20 LOAD "songname" CODE
30 RANDOMIZE USR (init_song)
40 LET a$=INKEY$: IF a$=" " THEN
RANDOMIZE USR (init_song): STOP
50 PAUSE 1: RANDOMIZE USR (play_song):
GOTO 40
```

Incredibly simple, eh? Just press SPACE to stop the music (as they say). And that's that (as they say).

CONTROLS

Q – up, CAPS SHIFT – down, O – left, P – right, SPACE – select
Don't forget to change the Device to tape before you start. And, while you're allowed to use *Soundtracker* songs in your own programs, please credit BZYK and his utterly amazing creation. It's not a lot to ask, is it?

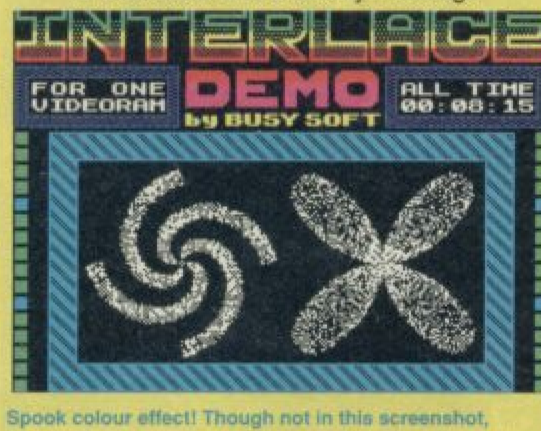
INTERLACE

Busysoft

PD DEMO

Okay, so *Hypersonic 2* went missing in action, but here's a stonking demo that more than makes up for the loss. *Interlace* aims to bring a new graphics mode to the Speccy – one where every pixel in a pattern is a different colour! (You have to squint a bit to make them out though). When you load the demo, you'll get an intro screen with a circuit diagram, a burst of 128K music, a little clock and a scrolly message saying 'Waiting for me.' Now this means that *Interlace* is doing something devastatingly witty, like decompressing a load of bytes, or constructing plans for an electric car, or having a bit of a rest or something. So just wait a bit until the message changes to 'Waiting for you,' and away you go. Hurrah!





Spook colour effect! Though not in this screenshot, obviously. I s'pose you could reproduce the effect with some coloured pens or something, but is it worth it?



CONTROLS

ENTER to move through demo, A to Z to make fractal effects, good eyesight to spot all those colours and a large box of Anadin

SHANGHAI

Franxoft

SAM PD GAME

Remember *Peking*? Well, here's a SAM version of that ever so famous game. You have to match tiles together in order to make both disappear from the playing board and reveal the blocks underneath. Fortunately there's no time limit so you can take your time plotting your tactics (it's sort of like a laid-back *Triltex* in fact).

There are four tile layouts on offer, ranging from headscratchingly hard to bite-the-Speccy impossible. Oh, and one more thing – if you fancy having a screen revealed as you dispose of the tiles, just load your favourite MODE 4 piccy to address 49152 before the final CALL. (Line 30 in the program listing tells you what to do). Happy tiling!




Think this one's bad? You should see the Four Heaps layout. It makes your brain hurt, it surely does. Poot!



CONTROLS

Cursor keys and SPACE to select a tile. Just select the same one twice if you make a mistake. ESC for options menu and a really good pair of binoculars for those extra-tricky moments

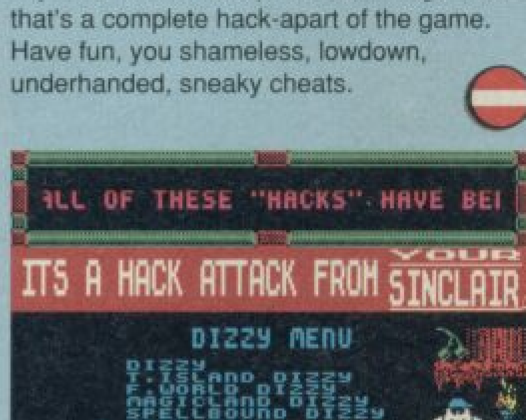
HACK ATTACK

Hackers Anonymous

Jon's been working far too hard recently, so we've told him to take a month off and answer the piles of fan mail he's received since his picture was published. In his place, may we present the slightly famous Hackers Anonymous. They've come up with a bumper sixty-hack proglet that includes tried and tested cheats for every single *Dizzy* game ever.

Just use the keys Q, A and M to move the pointer and select a cheat (or a cheat sub-menu) then run your game tape from the start. Rather like *Pokerama*, in fact. After all, remember that old adage – if it works, don't change it. Or was it, too many hackers spoil the nice glazed effect you were trying to get with that pastry? But I digress. If you'd now care to breathe in rather deeply we'll rush through the entire list of games *Hack Attack* POKEs to death.

(Huuuuuuuhh.) *Lemmings, Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Magicland Dizzy, Prince of the Yolkfolk, Dizzy Down the Rapids, Kwik Snax, Fast Food, Dizzy Panic, Bubble Dizzy, Operation Hanoi, Hawk Storm, Moving Target, Steel Eagle, Prohibition, Miami Cobra GT, Deadly Evil, Elven Warrior, CJ's Elephant Antics, CJ in the USA, Seymour Goes to Hollywood, Super Seymour, Slightly Magic, Spike in Transilvania, Blinky's Scary School, Fruit Machine Sim, Fruit Machine Sim 2, Wacky Darts, Monte Carlo Casino, Pro Boxing Sim, Rock Star Ate My Hamster, Moto-X Sim, Mountain Bike 500, Pro Skateboard Sim, Operation Gunship, KGB Super Spy, Super Hero, Italian Super Car, Sidewinder 2* and *Xybots* (phew!) We haven't got time to detail what each POKE does, but they're mostly infy lives hacks, except the *Lemmings* one – that's a complete hack-apart of the game. Have fun, you shameless, lowdown, underhanded, sneaky cheats.

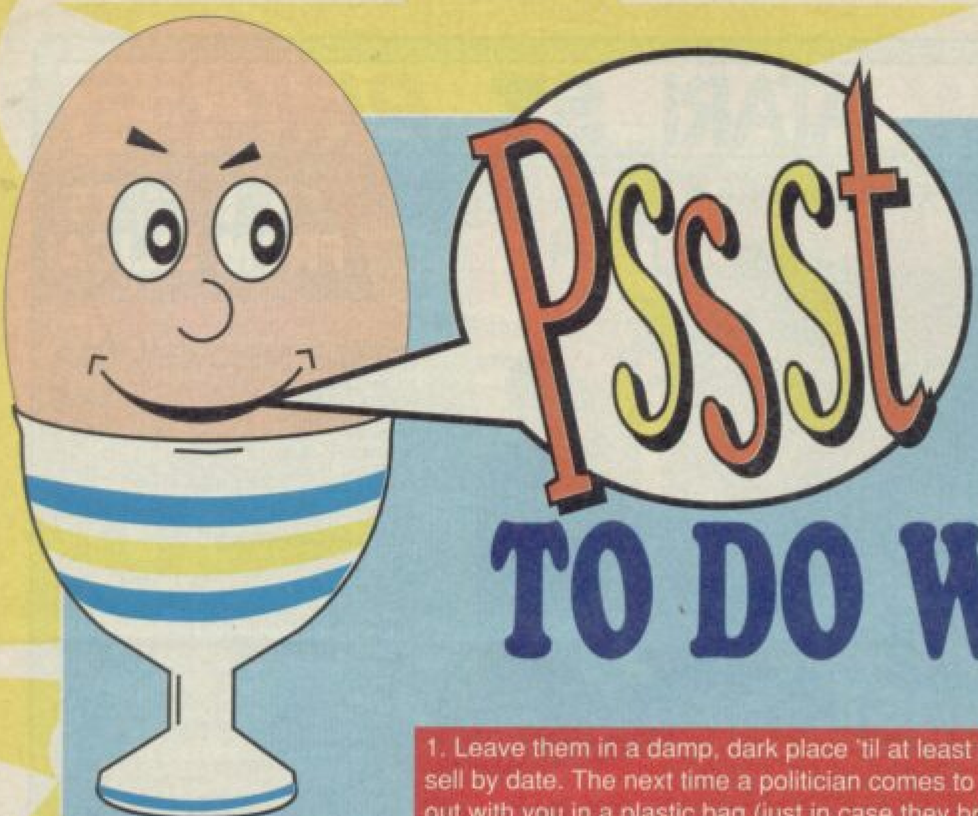


That's lovely Dizzy! Now if you could just take a few steps to the right... *(No! Sinister fiend. Take that! Dizzy fans the world over)* Yaroooghl (Curses. Foiled again.)

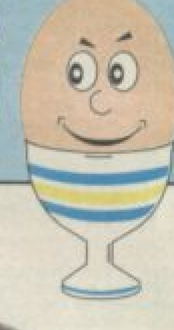
TAPE TRUBBS

Your YS covertape has been put into its fashionably attired box by the Plastic Stork, a legendary beastie that causes all good tapes to be born. Tragically, the Stork has a history of alcohol abuse, and will regularly stop to insult any bottles of drink he can find, habitually corrupting any tapes he's carrying at that moment. If your tape seems to have been the victim of such wayward behaviour, don't worry unduly. Simply sit down and have a nice cup of lemon tea, then wrap up your tape in a sae and pop the whole lot into a lovely padded envelope addressed to YS Mag 7 No 19, December Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

Now scan the skies with a pair of binoculars and, while identifying strange and exciting new constellations, you should see the Stork returning with a brand-new tape within 28 days.



THE YS TOP TEN THINGS TO DO WITH EGGS



1. Leave them in a damp, dark place 'til at least three months after the sell by date. The next time a politician comes to your town, take them out with you in a plastic bag (just in case they break). Now stand close to the politician, but make sure there's a clear escape route. Get your timing right and let those rotten eggs fly. (Preferably after a statement like, "There's nothing wrong with unemployment.") Now run.



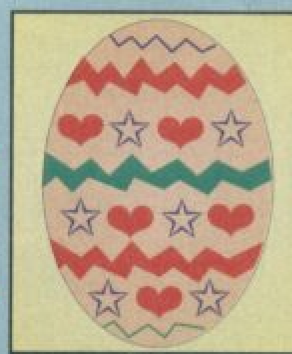
It's not that we've got anything agsinst John and Norma. It's just that this was the only pic we had of a politician.



That Linda! What a totally skillo person. (In a crap kind of way.)

2. Juggle with at least two. This takes loads of skill and quite a bit of panache.

3. Make a tiny pinhole in each end and blow all the yolk and albumen out. Now paint your egg. Hey presto! A decoration that could last for ever.



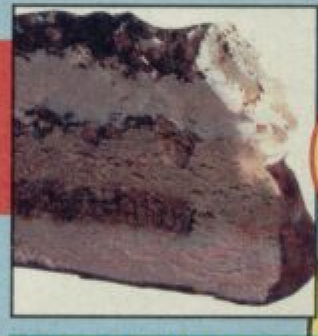
What a super present for that special lady in your life.



Not only does it look nice, it's also good for you.

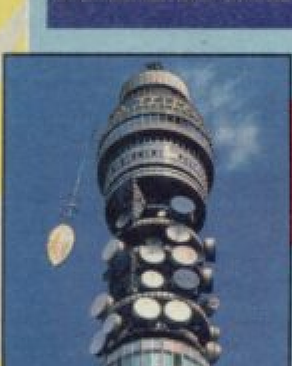
4. Make a variety of delicious and nutritious meals.

5. Make a variety of eggy, sugary, delicious and not at all nutritious desserts.



Very nice indeed if you can cope with the spots and thickening waist.

6. Hard-boil them and give them to your friends as Christmas presents.



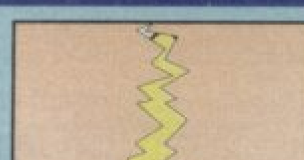
Don't do this at home. You could hurt someone.

7. Throw them from high buildings and time how long it takes them to reach the ground. You are now experimenting with mass, height and velocity. (Honest!)

8. Tell your little sister that it's a fertilised egg and that, if she sits on it for three whole days and nights it will hatch into a little fluffy chicky wicky.

9. Paint little Dizzy faces on them and send them as fanmail to CodeMasters.

10. Smash them up with a rolling pin, put the whole gooey mess into an envelope and send it off to Dizzy. *(Hang on, I didn't write that. Jon? Jon! Oi, Jon! Ed)*



Break it gently and just let the goo slip into the envelope. Sprinkle the shell over the top.

CHARTS

1.	*Rainbow Islands*	Hit Squad
2.	*Graeme Souness Soccer M'ger*	Zeppelin
3.	*American Tag Team Wrestling*	Zeppelin
4.	*Bubble Bobble*	Hit Squad
5.	*First Division Manager*	CodeMasters
6.	*Robocop*	Hit Squad
7.	*Multi Player Soccer M'ger*	Cult
8.	*Magicland Dizzy*	CodeMasters
9.	*Bubble Dizzy*	CodeMasters
10.	*Italia 90*	Tronix
11.	*Dizzy Down the Rapids*	CodeMasters
12.	*Super Off Road Racer*	Tronix
13.	*Manchester United*	GBH
14.	*Dizzy's Excellent Adventures*	CodeMasters
15.	*F16 Combat Pilot*	Action 16
16.	*Chase HQ*	Hit Squad
17.	*Emlyn Hughes Int Soccer*	Touchdown
18.	*Treble Champions*	E&J
19.	*Dizzy Prince of the Yolkfolk*	CodeMasters
20.	*The World Cup*	D&H Games

PENGUIN > CHARTS < COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS PUBLISHED BY ELSPA

AT THE BUS STOP WITH

Barbie and her pet egg

Top designers astounded the rich and famous with their latest collections. The theme was neither the Renaissance nor mohair – it was the humble egg. Models paraded down the catwalk swathed in eggshell dresses, painted egg hats and eggs on leads. One of the first bright young things to be seen sporting this accessory was fashion icon for a new generation, Barbie. YS caught up with her whilst waiting for a 253 to Camden.

YS: Hey, doll! You're looking great, and so's your pet. What's he called?
Barbie: *I call him Dozy, isn't he cute?*
YS: How much did you pay for him?
Barbie: *Well, he was very expensive. But that's because there are so few around.*
YS: Is it an eggciting pet?
Barbie: *You's a diddums, isn't you my little bubba egg? Yes. Who's a lubbly egg?*
YS: Ugh! Here's our bus, thank goodness.



You can get your own egg at selected department stores.

GOOD EVENING RUSSIA!



Totally techy and available now! (From Russia.)

Russians, eh? They're a fun bunch and no mistake. We've just been sent the first official Russian Speccy book by one of the authors and it's completely beaut. It's incredibly techy, and the Cyrillic alphabet makes it a bit tricky to follow. (Ahem!) Linda's the language bod in the Shed, so she's been poring over it, and Jon's been laughing at all the English words dotted around the place (there's no Russian equivalent of 'Speccy' y'see).

The best bit is, YS gets mentioned twice in the introduction. Spookerific! Well worth a look if you're learning machine code (and you can read Russian). Nice to see they still take their Speccies seriously abroad, eh?

PRESSIE TIME

The next issue of YS is going to be so downright ace that you really don't want to miss out. There's nothing worse than dashed hopes! The next issue will be in the shops by the 3rd of December. And just why is it so darn special? Cos it's the Christmas ish of course, and you know what Christmas means. Yep, pressies! Sellotaped to next month's cover you'll find a tape head cleaner. Blimey, eh?

To make sure you don't miss out simply fill in the coupon below with your details and which cover month you'd like to reserve a copy from, hand it over to your newsagent and sit back and wait. If you have any problems getting hold of YS, call Kate Elston on 0225 442244 and she'll help you out.

Dear Mr Newsagent,
Please reserve/deliver * Your Sinclair each month beginning with the .... issue.

My name is ....

I live at ....

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.... **Tel no** ....

* Delete where appropriate
(Note to newsagent - Your Sinclair is published by Future Publishing (0225 442244) and is available from your local wholesaler.

THE SHED CREW

You wouldn't think there was much mileage in the subject of eggs, but everybody seems to have their own egg related story. Well, nearly everybody.



Linda Barker "Eggs are just weird. Don't get me wrong, I like eggs. It's just the thought of what they actually are. I mean, an egg is a hen's egg and when it's fertilised you get a baby chick and, when it's not, you get omelettes. Ugh! And what's really horrible is when you crack open an egg and it's got a bit of blood in it. Ugh!"



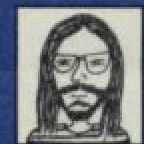
Jon Pillar "Bleugh! That's so horrible. I'm never going to be able to look an egg mayonnaise sandwich in the face again. The strange thing about eggs is that they're a symbol of life – that's why we get them at Easter. But how can a chocolate shell possibly represent life? They melt, for goodness sake."



Rich Pelley "Not if you eat them whilst sitting in a freezer. No, the strange thing about eggs and life is that all the eggs we eat are dead. I always used to wonder what would happen if you ate a fertilised/live egg. I used to think that you'd grow a chicken inside you."



Craig Broadbent "I used to be really scared of swallowing watermelon pips in case leaves and buds started growing out of my ears. I've never really thought about eggs. Chicken's nicer. But what came first, eh – the chicken tikka masala or the eggy bread?"



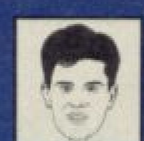
Tim Kemp "I used to keep chickens. A friend of mine told me that you had to have planning permission from the council, so I trundled up to City Hall and went to the Planning Department. They thought I was talking about lodgers and sent me downstairs to the Housing Benefit Office. I was in there for hours. I gave up in the end and just built a kind of hutch for them."



Simon Cooke Our man in the mac loves eggs. "They're just so darn versatile. For example, the other day I was building a Z8000 16-bit Speccy expansion chip with true-colour and limited radar capabilities, and my Fezron 620 striped veeblefetzer blew up. So I made the connection with an egg instead." Brilliant! Did the chip work? "No. So I went home and had the egg for tea. See what I mean about versatile?"



Steve Anderson "Eggs are the same the world over. They're international. I like eggs, as a concept." Is that it? "Yes. Well, no actually. I've also been told that sitting naked on a shelled, hard-boiled egg is a great cure for stress. Erm, so they say."



Dave Golder "Eggs? You want me to say something about eggs? I'd rather not, thank you. Sorry."

HIGH SCORES



Wow! These are the bits that really pack a punch. If a game is really special, we'll rave about it here. And if we rave about it, it'll really knock you for six!

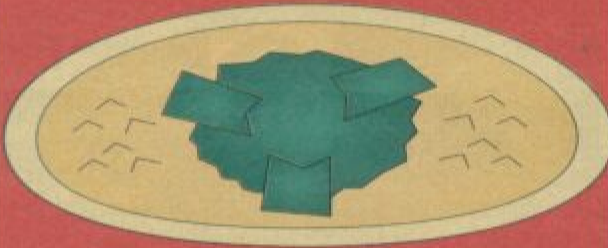


Agh! All the really horrible bits of a game are to be found in this box. If a game's not up to scratch, we'll zap it up.

THE WEIRDEST EGGY THING EVER

Preserved egg cake

This is a Chinese biscuit and nobody's sure whether they're really made from eggs or not. The yolk is black and very rubbery, the white is a gritty, sugary glutinous mass and the whole thing is encased in pastry. They only cost about 40 pence each and they're an experience.



An artist's impression of a preserved egg cake. They are in fact very tasty. They just happen to make some people throw up.

TOP EGG TUNES

Dizzy
Vic Reeves
A party time ode to the great ovoid one

She's got eggs (and she knows how to use them)
ZZ Top
Stomper dedicated to those babes with Dizzys on a string

Eggeneezer Good
The Shamen
The rave generation's tribute to the serene qualities of albumen

T-ZERS

As we await the results of that oh-so-tricky Beyond Belief compo from a month or two ago, here's some more T'zing about Northants' favourite software house. Did you know that the YS covergame *Haunted House* was originally going to be released as *The Adventures Of W Scribo*? Sadly, due to YS being a little too swift with the old chequebook, Mr Scribo is still looking for a game to star in. Shame. Anyone for *Advanced Lawnmover Simulator 2 Featuring W Scribo*? Perhaps not. In that case, wallow in these t'zers for BB's up-and-coming games: *Hands of Stone, Kung Fu Warriors, Soldier One, Megablast, Shove Off, Jimmy's Grand Prix, Jimmy's Soccer Manager* (at last), *Snare* (those distributors don't know what they're missing), *Turbulence* (the unofficial *Astroball 2*) and – by all accounts the biggy – *Super Wonder Dog*. "It's amazing!" burbled BB supremo Jim Scott when your T'zing pal gave him a call. "Simply amazing!" Dear old Jim. Completely unbiased as usual.

Gone, but not forgotten... at the end, SAMCo were looking for original Speccy software. Would-be fat pension robber Colin Macdonald obviously thinks this is a tremendously good idea and is embarking along the same trail. So if you've got an unreleased Speccy masterpiece under your bed, write to FRED Publishing, 40 Roundyhill, Monifieth, Dundee DD5 4RZ and tell 'em W Scribo sent you, just for a witty titter. T'zers over and out.

THE YS GROOVE-OH-METER

IN LIKE FLYNN	FAR GONE AND OUT
Bogart	Boon
Cacti	Hedges
+ D	+ 3
Marshmallow Fluff	Marmalade

TOP TEN

The eccentric Crikey Bike of Farnborough has scribbled down his top ten excuses for being late for school...

1. **Kidnapped by aliens**
2. **Fell into a timewarp**
3. **Doing extra homework**
5. **Alarm didn't go off**
6. **Body structure disintegrated**
7. **Dog's got dysentry**
8. **Performed life-saving operation**
9. **Averted hostage crisis**
10. **Prevented vampire invasion**

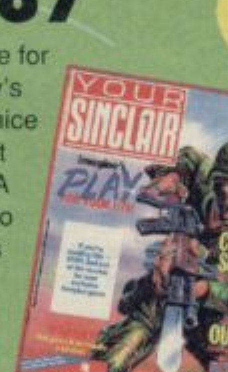
If you try these excuses out, let me know if any of them are successful. But don't come crying to me if it all goes horribly wrong! Send your Top Tens to **Pssst, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW**.

ROCK AROUND THE CLOCK

DEC 1987

This was a very important issue for one little chap. Yep, it was Dizzy's debut. On page 46 *Dizzy* scored a nice plump 7 on the YS Clapometer. For just £1.99 you too could own, and I quote, "A traditional arcade adventure with a bias to the action side and enough nice touches to make it a good budget buy." Hurrah!

Elsewhere in the issue you could find out the number one in boxer shorts (fat pink hippos from the Sock Shop), check out the ad for the new +3 and meet the fanzine winners of the year. This really is a collector's item, one of the fanzine peeps was none other than Jonathan Davies and (and! And!) he actually smiled for one of the (11) photos. On the games front, *Hysteria, The Fast and The Furious, Yes Prime Minister, Jack the Nipper* and *Trantor* were all Megagamed. Quintuple hurrah!



Violence doesn't get you anywhere, matey.

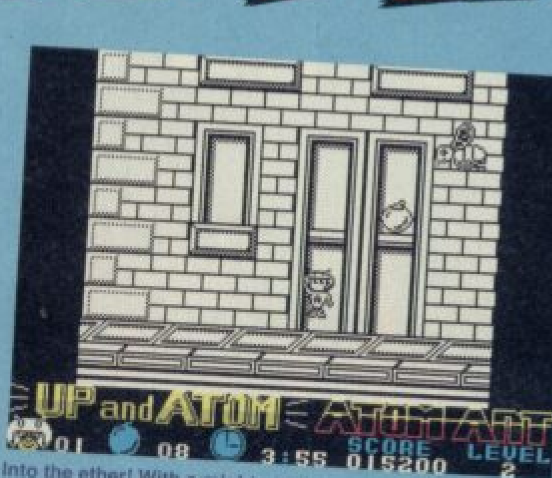
ATOM ANT

Hi-Tec/£3.99 cassette
☎ 0742 587 555

JON

Hurrah! It's Hanna-Barbera licence time again, and another opportunity to display my encyclopaedic knowledge of their cartoons. *(Hurrah. Ed)* One of the lesser H-B characters, AA was an, erm, ant who had super powers and fought baddies like larcenous robots and incredibly strong fleas. He was a bit of a non-starter really – the joke of the tough insect ran thin terribly





Into the ether! With a mighty spring and a mild expletive, Atom launches himself into the air. Meanwhile, over on page forty-two, we have a competition. *(Oh dear. Ed)*



That sensuous wiggle. Those pouting lips. No wonder Atom is the darling of the super-model set.

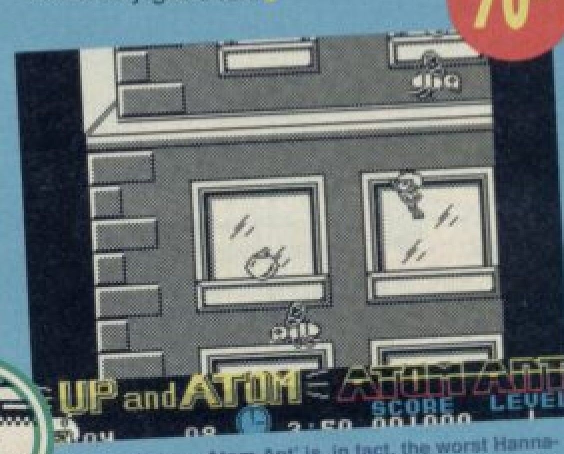
quickly, and with his atomic muscles Atom usually finished off a foe without any hassle, limiting the cartoons somewhat. And the gags were rather bad as well. So much for Atom's credentials then. Onto the game.

By golly, it's quite an original thang too. The plot's not much cop (mad bomber terrorises city, only Atom can save the day) and the game's basically a collect-'em-up (you take the bombs to the top of a building to be defused) but the vertical scrolling turns the whole thing on its head à la *Captain Dynamo* (and *Atom Ant* came out first, fact fans).

Atom's got intertia as well, so chucking him around the place at top speed doesn't really work. You have to hop from ledge to ledge, waiting for the baddies to pass, then zoom up to the next section. (Actually, it is possible to crash about at high speed successfully, but you need the reflexes of a nervous gazelle on happy sweets.) Glitch-free and smartly detailed graphics can't really disguise the essential sameness of the gameplay but for a while at least, it's extremely good fun.

70%





'Up and atom, Atom Ant' is, in fact, the worst Hanna-Barbera catchphrase of all. It's official and everything.

BOULDER DASH

Prism/£3.99 cassette
☎ 081 804 8100

JON

A classic in every sense of the word except 'large grazing mammal of the lower Azures' because that's wrong, *Boulder Dash* is one of the very few home 'puter games to make it into the arcades. First Star, the American company behind the game, released at least three sequels, but I do believe I'm right in saying only *Boulder Dash* and *Boulder Dash 4* made it onto the Speccy. You play Rockford, a thieving spelunker out to scour sixteen caves of valuable diamonds. Pitted against you are a score of mutant butterflies, two score of mutant fireflies, a massively hugely enormously gargantuan wibblingly big number of amoebae and Isaac Newton's baby. *(He means gravity. Ed)*



This is a brilliantly fun level. You simply knock out the plug of earth and wait for the diamonds to spill out.



The point-packed outcome of a very tricky bit of manoeuvring. Those fireflies never knew what hit 'em.

Okay, the graphics are basic *(He means crap. Ed)* and admittedly the sound is uninspired *(Crap! Ed)* but the gameplay is magnificent. *(Curses. Ed)* The scrolling caves are about sixteen screens square *(Alliteration! Ed)* and packed with incident. *(Wheee! Ed)* Excuse me a moment. *{Help! I've been imprisoned in some curly brackets. Ed}*

That's better. Anyway, it's a very mentally taxing game, requiring a fine grasp of physics to determine exactly whether you'll be able to nip into this area, set off a controlled rockfall and expose those diamonds without getting caught by the patrolling firefly. Nastily, it's also a very fast game – once those butterflies get on your trail they'll hound you mercilessly, and it's entirely possible to run faster than the scrolling, and so flounder in the dark while the screen catches up with you. And there's a time limit. Yikes! If you don't mind dated graphics and like your puzzle games very tough indeed, I'd recommend this 'un wholeheartedly. It doesn't push the Speccy in terms of machine use, but you'll be hard-pressed to find a game with more playability per inch. And it's educational as well! (Sort of.)

86%

Some games are terrible, and the software houses know it (which is why we were never sent review copies). Some (like footy management games) are guaranteed best-sellers anyway, and some are just so obscure they've passed us by completely. That, basically, is why you'll occasionally come across games in the shops that haven't been reviewed in YS. So, in an attempt to redress the balance, we've been hunting around Bath for the best (and worst) of the ones we missed. Better late than never, eh?

On this page are two of the better games, turn to page 14 for a couple of the worst!

CRYSTAL KIN

CodeMasters/£9.99
☎ 0926 814132



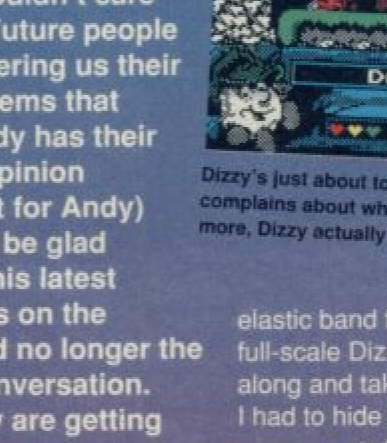
For the past month, the Shed has been the scene of many arguments concerning little Dizzy. Jon's against him, I'm slightly for him, Andy couldn't care less and various other Future people keep popping in and offering us their views. It seems that everybody has their Dizzy opinion (except for Andy) and I'll be glad when this latest release is on the shelves and no longer the Shed's main topic of conversation. Honestly, tempers really are getting rather frayed at the edges.



Only the other day Jon and Adam (from Amstrad Action) got into a tizzy with one another and started an elastic band fight. This soon escalated into a full-scale Dizzy war with other people coming along and taking sides. It was awful, Andy and I had to hide underneath our desks 'til they ran out of 'laccy bands. I'm sorry, but I like a quiet Shed!



Dizzy's just about to go into Daisy's room, but not 'til she complains about what a state he left it in last time! What's more, Dizzy actually picks up a whip from a chair. Filth!



The cause of all this excitement is now safely snuggled up in the Shed +3, the programmer travelled 90 miles just to bring it to us! Yep, *Crystal Kingdom Dizzy* has arrived, and I bet you're just dying to know what it's like. Well, in away, it's not really worth me telling you is it? If you hate Dizzy then you're not going to believe me if I were to tell you how excellent this game is. On the other hand, if you're a die-hard Dizzy fan you've probably already put in an order for this one and there's no way you're going to take any notice if I should start ranting on about how awful the whole Dizzy thing is.

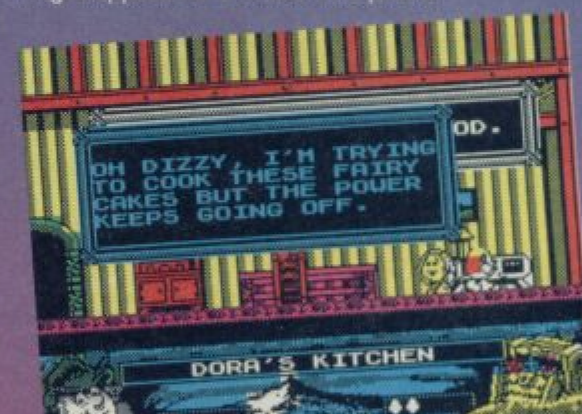


If it ain't broke...

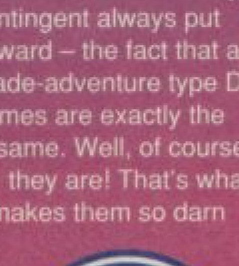
But don't worry, I'm not going to enthuse and I'm not going to rant. What I am going to try and do is work out why this Dizzy game is £9.99 whereas all the others were £3.99 and whether or not it's worth it. The first point to get out of the way is that old moan that the anti-Dizzy contingent always put forward – the fact that all the arcade-adventure type Dizzy games are exactly the same. Well, of course they are! That's what makes them so darn popular. Each Dizzy game sells more than the last one and the earlier games are still selling by the cartload. People like formulae, they know exactly what they want from Dizzy and they always get it. The Codies have got the right idea – if it ain't broke, don't fix it.

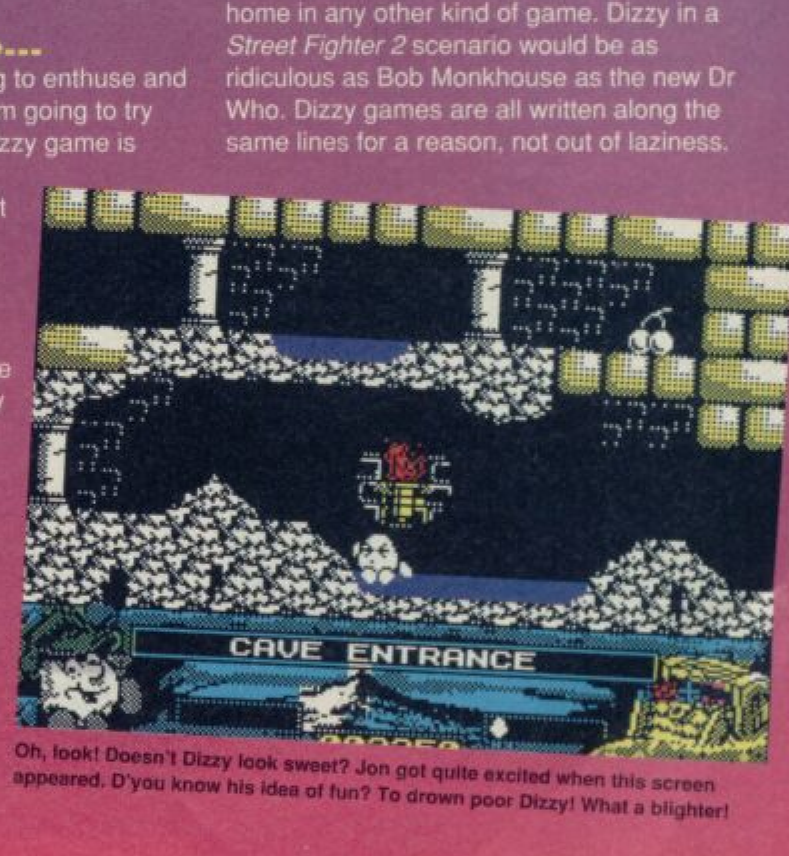


Every Dizzy game is exactly the same in the way that something like Just William books or any school stories are the same. You always get the same characters, although ocassionally a newcomer might appear for a while. The plot is always broadly the same, it's the old good triumphs over evil story over and over again. But so what? Dizzy is a strong character who acts in a certain way, he wouldn't really be at home in any other kind of game. Dizzy in a *Street Fighter 2* scenario would be as ridiculous as Bob Monkhouse as the new Dr Who. Dizzy games are all written along the same lines for a reason, not out of laziness.



It's obvious really, isn't it? Dizzy's got to pump up the power and then Dora will be so pleased that she'll give him a cake. No doubt it'll come in useful.





Oh, look! Doesn't Dizzy look sweet? Jon got quite excited when this screen appeared. D'you know his idea of fun? To drown poor Dizzy! What a blighter!

GDOM DIZZY



Thankyou, ladies and gentlemen! And for my next trick I will somersault onto the torch above me whilst extinguishing the flame by spitting at it. Thankyou!

The same old story

Like all Dizzy games, this one's got a nice little storyline. Everybody in Dizzyland is happily enjoying a nice sunny day. Everybody that is apart from Grand Dizzy, he knows that the treasures of the Prophet Zeffar have been stolen from the Ice Palace and that soon, according to some ancient scrolls, a curse will fall upon the land. It's obviously up to Dizzy to wander across the land solving puzzles, somersaulting over nasties, using objects, picking up points and collecting some important treasures.



Dizzy's main objective is to return old Zeffar's sacred objects to their shrine



It's the amazing somersaulting egg! he looks so good when he does this! Unfortunately, he's probably about to smash his head open.



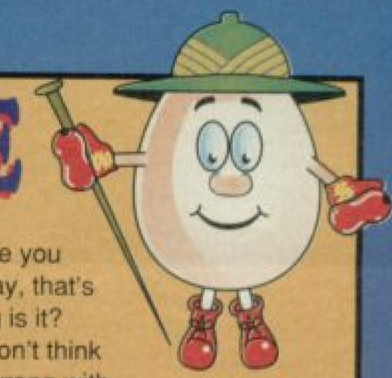
in the Ice Palace. It's true, *Crystal Kingdom Dizzy* does look and play exactly like every other Dizzy game, but I don't mind that. I like the way Dizzy moves and somersaults and I like the way I can never solve the puzzles - it's a solid and dependable part of my life! But most of all, I love the way that Dizzy fans so obviously enjoy these games. I love the maps they draw and the tips they send in. In fact, I think that I could have easily been a Dizzy fan myself.



But!

What I don't like is the price tag. This game isn't radically, or even slightly, different to any of the previous Dizzy games. Dizzy fans are going to buy this one, but it's going to cost them six quid more than usual and boost CodeMasters' profits. *Crystal Kingdom Dizzy* would have been a mid-eighties score, but that price tag really does knock the score down.

DIZZY-THE DEBATE



Taking part are Adam Peters, staff writer on Amstrad Action, and our very own Jon Pillar.

JP Why is Dizzy an egg?

AP But I know why he's an egg.

JP Why?

AP I'm not telling you. I know the answer so I'm going to win the argument.

JP Tell me!

AP Not 'til we start the argument.

(You already have! Ed)

JP Why is Dizzy an egg? Of all the things in the world why did they go for an egg? Why not a courgette, or a stick of celery, or a fluffy animal?

AP But they don't do somersaults, that's why Dizzy's so appealing. According to David Darling, one of the main reasons for Dizzy's success is the fact that he can turn somersaults.

JP Monty Mole somersaulted.

AP Ah, but that was a mole. There hadn't ever been a somersaulting egg. The Codies wanted a character so Philip Oliver drew a nice big face, then the face needed to move so they gave it arms and legs. Philip Oliver admitted that he's not a very good graphic designer, so all he could come up with was a big face that mutated into an egg. And what's wrong with eggs? They don't hurt anyone. But I'm not sure whether or not he's officially an egg.

JP The Codies call him an egg, and certain sad people keep making crap egg jokes.

AP Eggsactly!

JP I can't believe you said that. Anyway, that's why he's an egg is it?

AP Yep, and I don't think there anything wrong with having an heroic egg.

JP So why are the games crap then?

AP They're not, the kids like 'em and buy 'em, so they can't be.

JP They like 'em cos they fluffy and innocuous, like some pop songs. The fact that they're best-sellers doesn't mean they're any good at all.

AP But people aren't going to buy games which they think are crap. You might think they're crap but the people who are buying them obviously don't. You're just taking the high intellectual ground. Dizzy games are among the best games coming out at the minute. And they make money. We are living in a material world.

JP But when the Codies put some thought into things, they can come up with something like *Steg*. Dizzy is just an easy way out.



AP Did you know that Andy can knock cups off people heads with elastic bands?

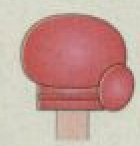
JP Can he? If we put this plastic cup on Linda's head, will he be able to hit it from over there?

AP Well yeah, but shouldn't you finish drinking the tea first?

JP No of course not, that'd take half the fun out of it.

(Oi! Ed)

FINAL VERDICT



Dizzy's somersaults are as good as ever, the puzzles are just as tricky and the whole game trundles along merrily.



The price tag! What happened to CodeMasters – the budget house?

Fans will enjoy this caper, but will they be willing to pay more?Probably!

70%

COUNT DUCKULA 2

Alternative/£3.99 cassette
☎ 0977 797777

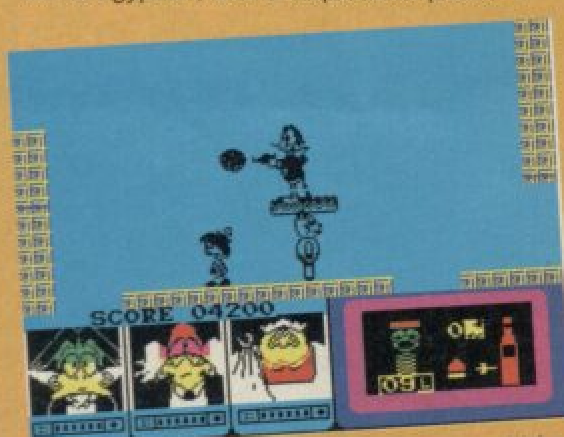


Okay, cards on the table. I'm a big fan of Cosgrove Hall animation and of Count Duckula in particular. *(Somehow I knew you were going to say that. Ed)* On the whole the crazy scripts are very funny indeed, and although the animation is horribly limited, Duckula's to-camera looks are great.

The first Duckula outing, *No Sax Please We're Egyptian*, was a respectable platform game with an extremely silly cheat mode (the Count turned into a bottle of banana milk, or something), and this sequel lifts its snappy plot straight from one of the shows (Duckula gets marooned on the Planet Cute and has to avoid the teddies and fluffy bunnies and escape back to dear old dreary Transylvania) so it comes as a hope-dashing disappointment that *Duckula 2* is such a dreadful game. Once again, platforms are the order of the day, with the Count advancing through single-screen levels, his task simply to get from the left of the screen to the right. To make life as tricky as possible, cute baddies (or goodies, or whatever) patrol the platforms, which themselves have a witty habit of disappearing. As Duckula is armed with a ketchup gun, gameplay consists of avoiding or shooting the cuties and waiting for a platform to appear in front of you so you can get that bit nearer to the exit. This game has no redeeming qualities whatsoever. As only one platform is within reach at a time, you simply stand there and wait for either (a) another one to appear so you can jump onto it, or (b) the one you're standing on to disappear, dropping you fatally to the ground. (Whereupon you have to leave the room and come back in, because the game doesn't reset the platforms.)



The 'special 128K version' features a spacey shoot-em-up intro and the TV theme tune. They are both very, very bad.



This really is a sad game. It beats even *Friday the 13th* for the title of Worst Speccy Game Of All Time, and it's not even enjoyably bad. It's just insultingly bad.





Dodging cuties is no better – you either squirt them (until your ammo runs out) or, erm, get killed by them. The whole thing seems to play quite happily by itself, with the player being a sort pf novelty bonus. The Count is doing himself no favours at all by endorsing this very sad, can't-believe-it-wasn't-written-in-1982 game. Saying this is aimed at younger players is no excuse. What tmakes Alternative think they can get away with giving younger players such a rubbish game?

9%

WAR MACHINE

Players Premier/£3.99



We found this one lurking behind the footie sims in John Menzies. As we'd never seen it before, we thought we'd take it back to the Shed and give it a good blast on the old Speccy. We wondered why YS had never reviewed it before, but we didn't dwell on tyhe fact, we put it down to fate and postmen.

After two seconds playing time it was all too too clear why we'd never been sent *War Machine* to review – it's a lod of old twaddle. Okay, so it was originally released in 1989 but that's no excuse. *War Machine* is the everyday tale of a spaceman on a mission to destroy an alien queen, the alien breeders and the alien equipment. While he's at it, Mr Spaceman must also gather up the parts of pod that's needed to kill the alien Queen. (Yawn.) It's a familiar plot and I'm sure it's been put to good use before. In fact, if a game's good you can often ignore the vagaries of the plot. But if the plot's bad and the gameplay's bad, there's only one conclusion to be drawn – it's a bad game. *War Machine* has absolutely no addictiveness, no nice little touches (apart from the 'You Are Now Dead' box that pops up from time to time) and no originality. The gameplay is dull, the graphics are blocky in the worst sense and your little sprite often disappears behind some obstacle. You can play *War Machine*, but there isn't any fun to be had in doing so. A couple of people who know all about programming games saw me playing *War Machine*, "Oh dear, it's one of those ready-in-a-week games isn't it?" And d'you know, in a funny kind of way – it is.



It was just like a wonderful dream. As Michael stood on the rock, he noticed three massive fruit gums speeding towards him. Yummy! Yellow was his fave flavour!



As the night began to descend, the little angel decided that it was time he was tucked up in bed. Unfortunately, he seemed to have left his key indoors. Dumbo!





30%

STEG

YS MEGAGAME

CodeMasters/£3.99 cassette only

Or £12.99 as part of the *Super All-Stars* compilation. See review on page 43

☎ 0926 814132


LINDA

At last! *Steg* has arrived. We first previewed this slimy caper ages ago, we even saw a demo of it in SU. So there we were, sitting back in our chintzy chairs wondering when the full game would pop through the letterbox.

It didn't come, and then we read a review of *Steg* in SU. Hurrah! Any day now, it would be with us. So we waited, and waited. It didn't come so we called CodeMasters and asked them where our copy of *Steg* was. Had they forgotten us? They were a tad bewildered. "It isn't ready yet. We've only got a demo version of it. It's not going to be finished for ages cos the programmer's gone away for a while." But now the programmer has returned to his office and *Steg* has arrived. Is it worth the wait?

Steg is a slug with loads of children to feed. He's got to capture little worms in bubbles, which can then float upwards to the T'yungunz and get eaten. On each level you've got to make sure that you keep a certain number of T'yungunz in worms cos if they're not fed then they'll shuffle off this mortal coil and appear on screen as little tombstones. This sentimental ploy is probably meant to make you feel incredibly guilty and it works. You have, in effect, just killed your children.


It's only the first level and already one of your T'yungunz is looking a bit under the weather. Quickly! Find a worm!

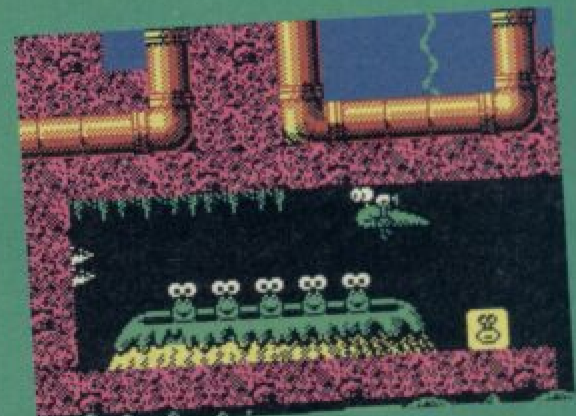

Blimey, this is difficult! (As you can probably tell by the fact that I've killed nearly all my children. They look like little round faces with top hats don't they?)

Bubble business

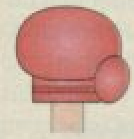
In its most basic form, *Steg* is a platform game. But as Steg is a slug he can't actually jump from platform to platform. Instead, he slimes around the walls, slowly moving upwards and blowing sticky bubbles. It might sound like a bit of fun to us humans, but blowing bubbles is serious business if you're a slug. In fact, it could kill you if you're not careful. Y'see Steg's bubble-blowing capabilities are directly linked to his energy bar. He has to take a very deep breath, hold it 'til the worm wriggles into the capture area and then blow – too much holding his breath and he'll suffocate.

A lot of the worm-filled bubbles don't float upwards to the T'yungunz, they get stuck under platforms and you have to crawl up and nudge them down and then try and send them upwards again. Then some of them are burst by spikes or blown apart by terrible wind machines. *Steg* is a very tricky game indeed. You do get some help, by sliming over the power-ups you can increase your blowing power, speed up, make your legs expand to extreme lengths or fly! The jet packs let you move up the level so you can see just how those T'yungunz are getting on.

Not only is *Steg* an original game, it's also a blimmin' addictive one. It really is too much seeing all those baby T'yungunz die. You just have to have another go at rescuing them. The graphics are fine, you can see exactly what you're doing and there are no problems at all with the controls. *Steg* is a spanky little slimey bubble of a game and I want to take it home!


Oh isn't that sweet! All your T'yungunz are fine and healthy. They've eaten a fine batch of worms.

FINAL VERDICT


***Steg*'s got bucketloads of the most important gaming ingredients - playability and addictiveness.**


***Steg* has obviously been honed to perfection by the programmer. There really is nothing to complain about.**

***Steg* is a fine game, in fact it's a right little charmer!**

90%

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Another bright and breezy day in the YS Shed. I wonder what Linda's got for me to review today? Apparently it's a wonderful surprise and something that should really stretch my reviewing abilities. Super. (Sounds of someone opening a brown paper parcel.) Oh, how amusing. That title character looks exactly like... (Very long pause indeed.) So we meet at last, Seymour. ***(Isn't this fun readers? Ed)***

Stuntman Seymour

Say what you like, Seymour's a tough old bird really. In his latest escapade he's been hired by a film studio to do the stunts for Dizzy's new adventure, a space-western-gangster spectacular on ice (or something). In order to make Diz look good, poor old Seymour has to do all the dangerous stuff, such as taking on the baddies (with real bullets) and jumping huge gaps (without safety nets). Could this be an effort by Diz to get rid of his rival once and for all? Of course not. Don't be silly. What kind of an egg do you think he is?

Stuntman Seymour uses the eight-way scrolling colour effect last seen in *Turrican 2* – to avoid attribute clash, everything scrolls in blocks, but because the background graphics are really big, you don't really notice the jerks. It works well and makes the whole thing look most un-Spectrummy, although (a) when you ride the moving platforms the scrolling falls to bits and (b) after an hour or so you feel rather like Robocop. The game itself is a tricky platform affair with a fair old amount of playability once you get over the frustration barrier.



It's obvious why Seymour looks like Dizzy. He's performing the egg's stunts, so has to be made up as Diz in order to help the audience suspend their disbelief. That's the official line anyway.

Each of the four levels is pretty darn big, and your task is to find the (reasonably) safe route through so you can battle the end-of-level baddy. To be honest, these aren't much cop – there's always a safe area on the screen where you can stand and pummel the boss with alacrity and large bombs. The fun comes from wandering all over the place and figuring out just exactly where you shouldn't go, usually by going there and getting killed. *(This sentence actually makes sense if you drink a warm glass of milk and have a quiet lie-down for a bit before, trust me on this. Ed)*

It's always nice when a game turns out to be far better than you at first thought, and after finding my feet in *Stuntman Seymour* I had a spiffy time. There's not much long-term appeal (once you've twigged how to get through a level that's it, and I'm on Level Three already) but while it lasts, it's a blast.

65%



Erm, there's no caption for this picture. Sorry. Y'see, I was going to write out the lyrics to 'Hooray For Hollywood', but sadly nobody here in the Shed actually knows them. (Linda's never even heard of the song.) So talk amongst yourselves for a bit and then go onto the next screenshot.

Seymour Goes to Hollywood

We've already reviewed Seymour's debut game twice before in YS so I'll keep this brief. On the plus side, the game's set in the real world and has logical and satisfying puzzles. On the minus side, the map's far too big (you spend loads of time just wandering around), you can get killed very easily by stumbling into the wrong part of the scenery, the jokes are horribly unfunny and the whole thing is exactly like a *Dizzy* game with different graphics. Lots of speech bubbles give the thing a novelty value, but you'll soon find yourself cursing the clunky control system and Seymour's screamingly twee habit of saying 'Gosh!' every time he picks something up.

58%

Super Seymour

Super Seymour belongs firmly in the bunging-a-character-onto-a-very-old-arcade-game camp. After *Bubble Dizzy* (or *Underwurlde*),



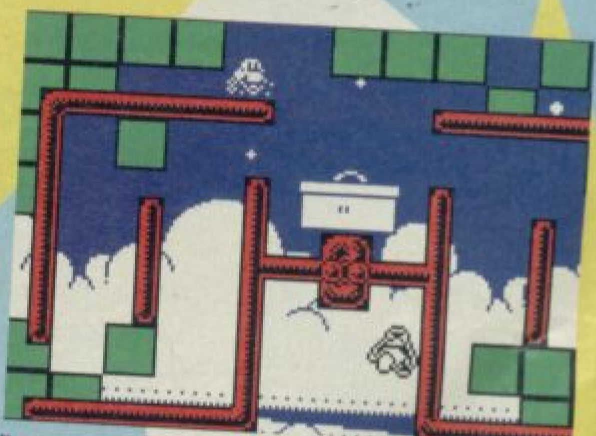
Here we see the mating dance of the lesser-spotted squelch. Note the colourful frills, designed to attract the female of the species and reduce wind resistance.

Dizzy Panic (or *Columns*), *Dizzy Down the Rapids* (or *Toobin'*), *Kwix Snax* (or *Pengo*) and *Fast Food* (or *Ms Pacman*), we've got *SS* (or *Bomb Jack*). Yes, *Bomb Jack* – the game with loads of platforms, even more nasties, glowing bombs that yield fat bonuses if you collect them in a certain order and three crispy munches of addiction with every bite. JD's already cast his famously critical eye over *SS* back in issue 75, and voted it pretty, addictive and ever so playable – exactly like the original in fact. I have to say Jonathan wasn't far out – there's only one problem with the game, and that's that the graphics are too large. *Bomb Jack* requires accurate, slinky movement, y'see, and the big sprites of *SS* give it a clumsy feel. Excellent fun all the same though.

79%

Sergeant Seymour – Robot Cop

Hello! Constable Joanna Basenji here – *(Eat trombone, Constable! Ed)* (Sounds of someone doing something ghastly to a member of the police force with a brass instrument then stuffing them into a sack and locking them in the cellar.) (Sound of reviewer edging cautiously into room.) Erm, hello? Phew, that's that over with then. (Cough.) You must have played the cover demo by now, so you'll have a pretty good idea of what this game's all about – Seymour belts around an overhead-view maze, grabbing villains with his



It was horrible. The mutant pretzels sprang out of Gupta's picnic basket and ate Eliza and a tree. It would have ruined the whole day had Wendy not brought her harmonica.

R

SEYMOUR

extendable arm and slamming them against the walls like Arnold Rimmer's lemming to reveal thrilling bonus icons.

Contrary to popular belief, you don't have to stand still in order to be sure of a kill, but you do have to be a bit nifty with the the old fire button – release it too soon and the nasty will tumble from your palm and more than likely into your podgy little face. You can also perform some tricksy manoeuvres such as whirling one villain into another, or using your robot arm to pick up the bonus icons without exposing yourself to danger.

Who needs the enormous graphics of *Wild West Seymour*, eh? *Sergeant Seymour*'s may be tiny, but they're stuffed full of character. That cheeky grin has never been so chummy. The (128K) sound is rather fine as well – lots of arcadey bleeps and bloops add to the, erm, arcadey atmosphere. As each level is just a single maze with different baddies, there are tonnes of screens, with the promise of bonus interludes if you get far enough. (You can probably guess I didn't get far enough.) It's an exceptionally playable game, really capturing the simple addictiveness of the games of yore, and one to seek out with gusto (if you can cope with the very small number of lives you're given and the hideous ease with which they can all vanish down the plughole).

90%

EVOLUTION OF A LARDBALL

From his conception as Dizzy with sillier gloves, Seymour has evolved along a far different path. Come with us now as we trip disarmingly through the changing faces of a squelchy hero.



Seymour Goes to Hollywood Here we see Seymour Mark One. The Dizzy-ish lines of his bod are instantly recognisable.



Super Seymour Developing that cheeky character, and he's also sprouted those world-famous teeth.



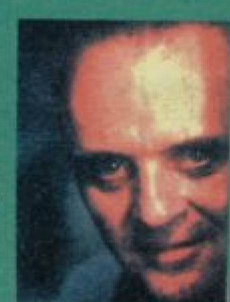
Stuntman Seymour A bit of a step backwards. The teeth are spot-on, but he's looking like Dizzy again.



Sergeant Seymour He's at last lost those eggy lines, and that overbite has been perfected, perhaps to a disquieting degree



Wild West Seymour That's it! All traces of chubby egginess have been banished, and that 'Seymour feeling' is shining through. He scares the bejasus out of the Shed crew, to be perfectly honest.



Silence Of the Lambs Seymour Ready at last for the Codies' top secret project, the lardy one strikes terror into the hearts of mortals everywhere and feasts on the flesh of unkind reviewers. Oh-oh.



And now, an exciting behind-the-scenes look at grabbing Speccy screenshots. Using the Multiface we snap the pic to +3 disk, then transfer the file to Andy's Mac via a PCW 8256 using X-Modem and Ben Taylor's Convert program. Then we notice the screen's sprouted corrupted blue squares and go home in a huff.

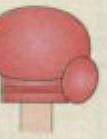
Wild West Seymour

Well, there's no putting it off any longer. (Deep breath.) *Wild West Seymour* is lardy's second adventure game, this time starring him in a western picture. The game's split into four parts – in the first he has to collect the film crew and equipment, in the second he has to catch a train to the location shoot, in the third our hero has to restart the engine after the villainous El Bandeeto has marooned him in the middle of a desert, and in the final section Seymour has to pass a destroyed bridge and no doubt give the scurrilous knave a damn good trouncing to boot.

Before we start on the gameplay, it's worth mentioning the control method. It's the same one as *Seymour Goes to Hollywood*, and makes Dizzy's look the height of sophistication. The fire button serves a dual purpose – not only does it allow you to pick up or drop objects, but it also activates bits of the background, such as switches or doors. The problem is (he said with a world-weary sigh) is that it's not at all obvious which parts of the background you can interact with. So more often than not you end up standing by a likely-looking bit o' scenery, pressing fire and dropping an object. Then you have to press fire another three or four times to pick the damn thing back up without dropping the other items in your inventory. It's thunderingly irritating, let me tell you. The game itself is the usual mix of puzzles and aimless wandering. Thankfully, the programmers have dispensed with the pointlessly dangerous bits, so you can toddle around to your heart's content. And splitting the adventure up into four sections means that each is manageably small, and having passwords so you can jump straight to each section is a great idea. Great idea! Wow, what an idea. *(Stop stalling. Ed)* Oh, look, it doesn't matter what I say. It will not sway you one little bit if I mention the puzzles are less logical and more blindingly obvious. It will make not one jot of difference if I say I played right through to Level Four in about an hour. Nor do I imagine for one moment that commenting on the fact Level Two dispenses with puzzles and consists almost entirely of jogging between two characters and talking to them in order to make objects magically appear will cause you to pause for more than a moment. And I can't possibly fool myself by thinking you'd accept my criticism that Dizzy and Seymour are becoming like Ultimate's Sabreman and milking one game style ad nauseam. Finally, I can't imagine that my saying *Wild West Seymour* is a slick, technically-accomplished program but a soulless and irritatingly repetitive game whose linear simplicity will disappoint even die-hard Dizzy fans would influence your buying decision in any way. So I'll save my breath, and instead mention the crisp graphics and rinky-tink 128K music. Mmm, lovely.

56%

FINAL VERDICT



Polished, sparkly progs with a variety of game styles. The arcadey ones are good fun, and *Sgt*'s a gem.



The adventures are awkward and unfunny, and *Wild West*, though technically smart, is hopelessly easy.

£13 is a lot to pay for such short-term playability. Get *Sgt* on budget instead.

68%

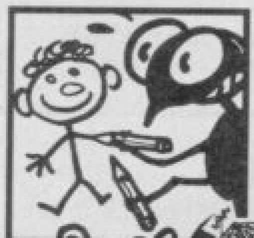
Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

This month in Letters we've got a mad Brigadier, a potion-maker and a very sad tale indeed. We also get a good ticking off from one Richard Swann (ha ha), but I'm sure we'll rise above it. And! Soya's back from her late holiday. She went to India and spent loads of time on trains. She tried some authentic Indian lentil mush and fell into a sewer. Only Soya could possible enjoy such a holiday!

DOODLEBUGS



This month's doodlebug is a witty and precise rendition of life in the Shed by Hayden Scott-Baron. If you'd like to win yourself a game or two, send your diddles and doddles to Doodlebugs, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.



STIRRER

As you are such a funky mag, I decided to write and offer you my services. I am a qualified potion maker who works by mail order. Normally I charge ten pence per ingredient, however I will offer you a free trial. Select any number of the following ingredients, print this letter and I will pass on the potion to you. Here are the ingredients available: diet tonic water, lemon bath salts, poppy seeds, ash, white peppercorns, pine bath crystals, normal/greasy hair shampoo, Borax, darjeeling tea, Nutradol Power powder, Spellbound perfume.

I will also throw in some surprise items with your orders and you will also receive some Slimy Yucky Stuff.™ I bet Amiga mags don't get this kind of service.

M Funky Towers
Birstall, Leicester

No, I bet they don't. And I bet they're not too upset about it either. I, however, am very pleased to have the opportunity to use this kind of service. Unfortunately, the ingredients available don't really excite me. Although the combination of white peppercorns and poppyseeds would make be a tasty addition to any savoury dish. Especially cheese on toast.

The problem with all the other ingredients is that most of them are fine on their own. I think you need to add a few inanimate objects to that list too. Diet tonic water, rose petals and Spellbound would be interesting. And how about bath crystals, marbles and cuckoo spit? Yep, you definitely need to expand your list. **Ed.**

BIBBLE MEISTER

I have lived in this fine and hygienic country all my life and have always felt proud to call myself British. But now I feel moved to complain about the recent influx of foreigners into the country eating my buttered toast and filling my bath full of cherries. (Bibble bibble.)

Now my underpants are full of redcurrant jelly and there is a leopard in my wardrobe and I wish to know what you and those Germans are going to do about it?

Brigadier Cheese-Warrior-Coffee-Percolator-Smythe
Ealing, London



STAR LETTER

I went on a daytrip not that long ago, and I thought I would write and tell you about it. I was dragged out of bed by my parents and driven to the 153rd Allendale Agricultural Show. You'd think that after 152 tries they'd do something interesting, right? Wrong. The major attractions were as follows: a man selling some stolen towels, some sheep, some horses and two or three cows.

The highlight of the day was supposedly Gus Dermody and his sheepdog handling demonstration. If you've seen One Man and His Dog you'll know the idea. An old man who walks with the aid of a piece of wood has to get ten sheep into a rectangular pen using a dog and various whistles. But Gus changed things slightly. He used six dogs to get five sheep into a pen the size of East Anglia. He took 15 minutes.

I felt completely left out, like a Pavarotti fan at a Guns 'n' Roses concert. Everyone else loved it – had I missed something?

It was then that I noticed something about the crowd – they were all total sad gets. Everyone looked exactly the same. They all had L-shaped, Elvis-style sideburns (even the women), they all wore Barbour jackets and blue jeans. In one hand they held a rug, and in the other hand they had a flask of lukewarm tea. (A tartan flask, of course.) I looked down at their footwear: everyone had blue jeans tucked into a pair of green wellies which were covered in manure.

Other star attractions, beside the beer tent, were the judged events. Things like who's got the weirdest vegetable, who's got the best walking stick and which sheep is the best? What I couldn't understand was – how do you judge a sheep? Is it the fluffiest wool, longest horns, best smell or maybe it's which one leaves the most droppings behind.

Here's one piece of advice – never ever go to the Allendale Agricultural Show. Unless you're a sheep, of course. Oh, and hi to Steven and Annand.

Simon Johnson
Wallsend, Tyne and Wear

Your letter caused many a guffaw to echo round the Shed. We all, at some time or other, have had to go through with this kind of thing. And we've all wondered what on earth we were doing standing in the middle of a field, watching the ground squelch and the hamburgers droop at a blimmin' county/agricultural/cheese/sheep fair. Why?

It's true, all the other people at these things look exactly the same and, what's more, they all look as if they're enjoying themselves. How can they be? What kind of sick mind have they got, that they can actually get a kick out of watching a sheep shearing contest. Please have the Star Letter and some games – you've had a terrible experience. **Ed.**

Oh my golly! It's one of them anti-Europeans. I bet you phone up Chancellor Kohl regularly to remind him that the Germans lost the war.

And now the darn Johnnies have filled up your bath with cherries. What swine! Never mind, Brigadier, you just keep on waxing your moustache and slapping your jowls. Put your feet up, have a glass of port and read some Dickens. Think back to when Victoria ruled the waves, a pound note was as big as your handkerchief and the map was mostly pink. Ah, Victoria – she knew how to keep those Johnny Foreigners in order. A bit of a shame she married one, eh? And one who was named after a cake. How bibblesome. **Ed.**

A WARNING

At this moment in time, I am a very sad person and I write to warn your readers from making a deadly mistake. My story starts in 1984 when I had a Spectrum for Christmas. I was over the moon, it was the best thing since sliced bread. I bought over 100 games but the life of my Speccy was shortlived. I let a friend of mine use it and it came back broken. But I didn't fix it as I had a Sega Master System and I was quite happy with that at the time.

Since then I've bought a Sega Mega Drive and a Sega Game Gear and I have over 20 games for these. But I soon got bored of these games and longed for more.

I was cleaning out my bedroom when I discovered a box full of old Spectrum games. Now I longed for the days when it took five minutes to load a game.

The point of my letter is this, by all means buy a Mega Drive as the games are bigger, more colourful and better than games on the old Speccy. But don't sell your Speccy, cos one day you'll wake up and say, "I want to buy a new game for £3.99." And you won't be able to because the cheapest Mega Drive game you can get these days costs a whole 20 quid.

Can you recommend anywhere I can send my Speccy for repairs.

Paul Webb
Penarth, S Glamorgan

If I were you, Paul, I'd try some of the places in the classified section of YS. The other option is to buy a new Speccy from Input Output. See last month's special, there are tonnes in there and very nicely priced they are too.

As for the rest of you, heed Paul's words and don't forget them. Remember, a Speccy's for life – not just for Christmas. **Ed.**

WONDERFUL WORLD OF SPECCY



I WANT, I WANT, I WANT

It is a pleasure to write you this letter. How are you? Hope by His' grace you are fine. I want you to send me a Commodore 64 and a magazine monthly. Thanks. Free.

George Ogoe
Lagos, Ghana

It is a pleasure to write you this letter, Ed. how are you and your friends? I hope they are all fine, including you Ed. I am sorry I have not being writing you for weeks and I know you will forgive me. Thank you.

Please send me a Gameboy to show that you have forgiven me.

George Ogoe
Lagos, Ghana

These two letters were written in the same week! It seems that George and his friends have given up asking for those Game and Watch things. Now they want Gameboys and C64s. Is there no stopping this greed? In an attempt to do just that, we in the Shed took Adam Peters' advice. Adam works for Amstrad Action and he thought we should send George a letter that was twice as greedy.

Our letter went something a bit like this...

Dear George

It gives us much pleasure to write to you. We hope that you and your brothers are, by His grace, in good health. We're sorry we haven't written for so long and we do truly beg your forgiveness.

If you do not forgive us, we will surely be unhappy. To show that we are indeed forgiven please send us the following as a token of your esteem...

A Kalashnikov rifle
Five cases of lemon tea
Two Panzer tanks
A few crates of cheap Russian potato wine
A magazine monthly
Free. Thanks.

Yours, in God,
The YS Team

That should do the trick. **Ed.**

SMALL PRINT



Oh well, back to the old wireless methinks.

Dan 'State of the Art' Gavrovski, Milton Keynes

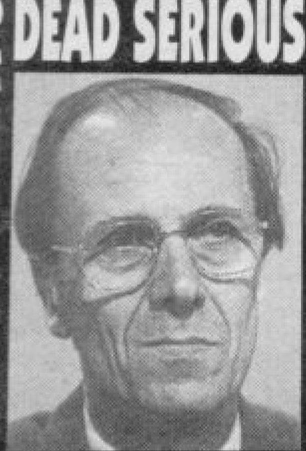
Has your remote control blown up too? **Ed.**

Woch-ocha mad Ed dude. Hello and look at that fluffley frig outside the Shed!

The Mad Hatter of Sunderland

I am a lineman for the county, searching the highway for another overload. **The Wichitaw Lineman of Bath.**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



BALANCING ACT

I am writing to you about Tracy Arnold's letter in issue 82 that was about 128K games. I can understand 48K owners' frustration, especially when games like *Robocop 2* and *Total Recall* could have been made in 48K. But they too must try to understand the frustration that +2A, +3 and +3A owners go through when we load in a 48K game and end up with a blank screen.

I think that the covertape is well balanced if you take into consideration the fact that we have the 48K, 48K+, 128K, 128K+2, 128K+3, 128K+2A and now the SAM too. The covertape gets full marks for giving us all something we can play every month.

Also, I am having trouble getting games. I've been looking for *Turbo the Tortoise, Captain Dynamo, Nightbreed* and *Road Runner and Wile E Coyote*. I've looked in all the shops and in all the ads, but I can't seem to get hold of them.

Can you also tell all +2A owners that you can't put a tape lead in the sound/tape socket as Amstrad modified it.

K Morton
Wellingborough

Thank you for your support, Mr Morton. It is indeed very difficult getting programs that all Spectrum, and SAM, owners can use. We try to please most of you most of the time, but obviously it's quite a feat.

I'm very surprised that you haven't been able to find any of the games you mention. I know for a fact that they are all in the shops. Nightbreed *was already on the shelves when we reviewed it in Replay, Jon saw* Road Runner *the other week and* Turbo the Tortoise *has been out a while now. The latter is also in the Super All Stars compilation along with* Captain Dynamo *and should be in the shops now. It's reviewed in this issue.* **Ed.**

CHEESY

I'm getting rather cheesed off with some games companies that should know better. More than once I have bought a game with a really exciting and groovy screenshot with a little box saying Spectrum plonked underneath it.

When I load it up, the game is completely monochrome with no dazzling mountains or trees and the action-packed excitment of a legless millipede. Naturally, this is getting on my nerves. Is there anything I can do about it?

Chris Taylor
Ulverston, Cumbria

It's a common problem, this one. It's been going on for years, so I don't know if there's anything you can do about it. In the strictest sense, this practise must be wrong. Unless, of course, it states on the packaging something like 'screenshots may vary' or 'screenshots taken from different formats.' I'm sure any legal action bringing in the Trade Descriptions Act must have been tried before. I also suspect that it failed so, basically, I don't think there's anything you can do about it. Except write a nasty letter to the company.

Good luck! **Ed.**

TRAINSPOTTERS



HOW DARE YOU!

How dare you suggest even for a second that Spectrums stopped being made two years ago. (Issue 82.) Look, as I write, two years ago was September 1990. At this time the Spectrum +2A, the Spectrum +3 and the SAM Coupé were all being manufactured and distributed to shops. Amstrad ceased production of the Spectrum +3 in November 1990, but continued production and advertising of the +2A continued that Christmas. *(Eh? I think he means 'til Christmas. Ed)* The +2A stopped being produced in Britain in April 1992, but is still being manufactured and distributed in the Far East. Additionally, there's still a stock of SAM Coupés.

Add to all this the fact that the Russian Spectrum clone The Hobbit is now being manufactured and distributed in the UK means that people are not going to stop making Spectrums now, let alone two years ago.

And if that wasn't enough to merit a Trainspotter award and a full apology, you also got ZAT's address wrong in the same issue. The real address is 103 Chiltern Gardens, Dawley, Telford, Shropshire TF4 2QJ. If you send a sub to the address printed in YS it will result in an unnecessary delay while your order gets forwarded to the right place. Speaking of ZAT, my interview with you should be in issue seventeen. Come to the Future Entertainment Show in November and I'll give you a sample copy. Right, I think I've proved my point.

Richard Swann
Camberley, Surrey

I don't think you've made your point at all. The basic gist of your letter is how dare I approximate two years and one month into two years as regards the +3? (Issue 82 had a coverdate of October.) How dare I not be exact? Well, I dare because I was giving a rough guide as to when Spectrums stopped being produced. So, you did not make a point. However, you did make a mistake. The SAM Coupé and the Hobbit are not Spectrums. Okay, so the SAM's an 8-bit computer but so are the NES and the Sega Master System.

What on earth is your justification for calling a SAM a Spectrum, apart from the fact that it's an 8-bit, you can program it and you can load Speccy games on it?

You can have a Trainspotter for being picky, but I don't think you deserve an apology. I wasn't being nasty to you when I said that Speccies hadn't been produced for two years.

As to the ZAT address, if the chap in charge insists on giving us three different addresses, then we're obviously going to get a bit confused. We were told the absolutely definite new address after we'd gone to press. Nothing much we could do about that I'm afraid.

Oh, and thanks for inviting me along to the Future Entertainment Show. There I was under the impression that I was automatically going, seeing as I work for Future. See you there, Richard! **Ed.**

SOYA PICO



Back from a month in the Himalayas, here's Soya.

Hello all you lovely people, it's me – Soya. I'm back. Oh, I had a wonderful holiday. Every now and then I have to get out of this mess that we call civilisation and go and commune with nature and talk to some real people. You can't really do this in suburbia, all people want to talk about round here is their washing powder. Nobody looks for any deeper meaning to life, not like they do in the Himalayas.

Wow! It was really something I can tell you. The sunsets, the dawns, the good honest earthly smells. I landed in Delhi at midday and went straight to my favourite food stall. The Sag Dam Lentils there are the best in the world, so if you're ever in Delhi look out for the Jan Pan foodstall. While walking to the train station I had a bit of an accident with the open sewers. I fell in. I was covered in muck from my ankles to my elbows, but hey, at least it was decent muck. I thought, wow man, this is the universal sum of being of all the people in this city. What a truly amazing way to start a holiday – fully embedded in the culture and being of a great city. People kept trying to pull me out, but I just wanted to wallow. Then this long-haired llama dude caught my eye and pulled me out, using just the power of his eyes. I was transfixed, man. He just looked at me and I was floating up from the sewer towards the path. It was as if my feet had grown wings. I stood on terra firma once more and looked around for my new spiritual friend and guide. He had, like, disappeared, but he'd left me feeling refreshed and beautiful. So it was back onto the train for the next stop – Bombay!

Catch up with Soya's holiday snaps next month!



■ Spectrum +3 with built in disk drive, Sinclair joystick, Cruiser joystick, lightgun, Multiface 3 - all with full instructions and in original boxes. Hardly used, so everything in immaculate condition. Also games on disk and tape. All this for £195 and I will pay the postage. **Contact Mr Hardaker at 8 Dixon Street, Sutton-in-Craven, Nr Keighley, W Yorkshire.**

■ SAM Coupé 512K for sale. Disk drive, V2.0 ROM, over £150 worth of SAM software and over 100 Spectrum titles. Very good condition. £220 ono. **Tel Chris on 0642 673623.**

■ Spectrum +2A for sale. Over £400 worth of games, Multiface 3, two joysticks, Kempston Interface. 42 mags and covertapes and lightgun. Worth over £500, will sell for £270 ono. **Call 081 884 3972 and ask for David.**

■ For sale! Spectrum +3, joystick, lightgun and approx 1000 games, some on disk. **Tel 0291 626056 and ask for Paul.**



■ Wanted! *Rebelstar 1 & 2, Chaos, Skool Daze, Back to Skool, Glider Rider, Robin O' the Wood, Agent X 1 & 2, TT Racer* and *Out of the Shadows*. Originals in excellent condition for good prices. **Ring Martin on 0532 691042 anytime.**

■ Wanted! Microdrive cartridges for Spectrum QL and anything for QL. **Ring 0522 536284.**

■ Wanted! Spectrum *Logo* . I would also be interested in *LISP*. **Call Matthew on 0332 31014.**

■ Wanted! *Turbo the Tortoise*. I will swap *Slightly Magic* and *The Great Escape*. Will also swap *Moontorc* and *Space Rider* for *Seymour Goes to Hollywood*. **Call 0323 845640.**

■ Wanted! Any pre-August 1988 copies of YS with or without smash tapes. Will swap for games. Loads to choose from, many full price titles. **Phone Mark on 0978 820185.**

■ Wanted! *Bard's Tale* on+ 3 disk. Will pay cash. **Phone 0223 68447.**

■ Wanted! I will swap 70 good games for any printer which will work on a +2A. Also wanted: books on Speccy ROM routines. **Phone Jonathan on 0226 767991.**

■ Has anyone got old issues of The Bug fanzine? Also want Outlet spectrum fanzine on 3.5 +D disk. Any issues! **Phone Sean on 0442 215738.**

■ I desperately want *Professional Soccer* by CRL. Will pay a fiver or swap *Striker, County Cricket, Rugby Boss, Headcoach* and *First Past the Post*. I must be mental! **Phone Frank on 0332 4705 and mention *Professional Soccer*.**

■ Can anyone please help? I wish to purchase a Fixer for use on a +3, new or secondhand and in working order. **Telephone Roy (in Spain) on 010 34 68 152215.**

■ Wanted! The 128K versions of *Stormbringer* and *Knight Tyme*. Will pay £4 for each or £8 for both or I'll swap them. **Phone Edward on 061 766 8167.**

■ Wanted! *Carrier Command, European Super League* and *Robin Smith's Int Cricket*. Will swap for *WWF, Sim City, Lords of Chaos* and *Formula Grand Prix* (budget). **Phone Ross on 0428 654625 after 4pm.**

■ Urgently wanted! *Garfield, Helter Skelter* and *TNT 2*. Will swap for *Hollywood Collection, Shadow of the Beast, Ghouls 'n' Ghosts* or *Turrican 2*. Any other offers appreciated. Boxed originals only. **Phone David on 0562 755888.**

■ Wanted! American football game *End Zone* by Sport Sim (not the naff budget game by Alternative Software) of Colchester. Need a 128K+3 copy of this game based on actual NFL statistics. **Ring 0572 813284.**

■ Wanted! *Final Fight, Lotus Turbo Challenge, Kick off 2, NARC* and *Pang*. Will swap for *Navy SEALs, Robocop 2, Total Recall, Toyota Celica GT Rally, BTTF 2, Shadow of the Beast, Super Wonderboy, Double Dragon 2, Moonwalker, Strider* and more!! **Phone Arfan on 0282 831428, 6pm-8pm.**

■ Wanted! *Their Finest Hour*, icon-driven strategy game. Will pay cash. **Ring Richard on 0779 79699.**

■ Wanted! Expansion lead for ZX Spectrum with at least two male outputs. **Phone 0579 345277 anytime.**

■ Wanted! *Cyberball, Hero Quest, 3D Construction Kit* and *Simpsons*. I will swap *Final Fight, E-Motion, Strider, Turrican, 100% Dynamite, Oriental Games* and *Hudson Hawk*. **Phone Keiran on 0327 310049.**

■ Urgently required! McGraw Hill 48K assembler by ACS Software, Leeds. **Call 0709 878914.**

■ Wanted! An original copy of *The Bard's Tale*. Must have full instructions and load on a +2. **Phone Barry on 0708 376805 after 6pm.**

■ Wanted! *Robin of Sherwood - The Touchstones of Rhiannon Adventure* on Spectrum cassette. Will pay £10 if in good condition. Must deliver! **Contact Mark on 0942 811530.**

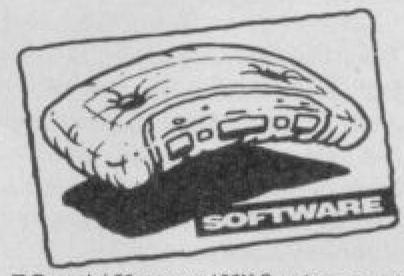
■ Wanted! A copy of the Hexloader. I'll supply a blank tape if necessary. Also wanted! Any books or otherwise on machine code. **Phone 0484 666462 after 6pm on weekdays or anytime on weekends and ask for David.**

■ I will buy any WWF games except *Wrestlemania*. Phone and arrange a price. **Tel 0272 677814 and ask for Mike.**

■ Wanted desperately! Lensloc decoder instructios for the Firebird Gold edition of *Elite*. My pack was incomplete when I bought it from a car boot sale. Will pay up to £3. **Call Robert on 0222 891401.**



It's the longest list of reader ads in the whole Speccyverse. Now you can get your mitts on that game or piece of hardware that you've always wanted.



■ For sale! 50 as new 128K Spectrum games including *Myth, Batman the Movie, The Untouchables, Turtles* and *Pipemania* all for £35. **Phone Christian on 0483 275088.**

■ I will swap *Platoon, Operation Wolf* and *Yogi Bear* for *Dizzy Down The Rapids* or *Treasure Island Dizzy*. **Phone Scott on 0377 87255.**

■ I will swap *Head Over Heels, Renegade, Milk Race* and *Kick Boxing* for *3D Construction Kit*. **Phone Andrew on 0705 510762.**

■ I will swap fantasy *World Dizzy, Inca Curse* and *4D Arcade Adventure* for any games. Will also swap the Turtles video for games. **Call Tim on 0243 378716.**

■ Got any Spectrum games to swap? Callers from the Lowestoft area would be best. **Phone 0502 587896 and ask for Darren.**

■ I will swap *Dragon Spirit, Run the Gauntlet, Roadblasters* and Konami's *Arcade Collection* for *WWF Wrestling* for Spectrum (disk only). **Phone 0275 870287 and ask for Luke.**

■ I will swap my *Simpsons, Golden Axe* and *SWIV* for your *Robocop 3, Rodland and Smash TV*. Also my *Shadow Warriors* for your *Fighter Bomber* and my *Wonderboy* and *Popeye 2* for your *Stunt Car Racer*. Boxed cassette originals only. **Phone Owen (in Ireland) on 0103 53 652 9419 after 6pm.**

■ I have *Turrican 2, Final Fight, Hollywood Collection, Shadow Warriors, Xenophobe, TMHT, Mickey Mouse, Slightly Magic, Xybots* and *Gryzor* all to swap. Any offers considered. Boxed originals only. **Phone David on 0562 755888.**

■ Swap! *Bart vs the Space Mutants, Chase HQ* and *Switch Blade* for *Space Crusade* or *Robocop 3*. **Phone John on 0908 563323.**

■ I will swap my *Shadow Warriors* and *SWIV* for your *Fighter Bomber* and *Smash TV*. One for one, boxed cassette originals only. Also any three budgets for your *Lone Wolf*. **Phone Owen (in Ireland) on 0103 53 6529419 after 5pm.**

■ Loads of games to swap, including top games such as *Golden Axe, Toobin'* and *Dominator*. All originals. Also *New Zealand Story, Bubble Bobble, Dragon Ninja, Quattro Power, 4 Soccer Sims, Arcade Flight Sim* and *MiG29 Soviet Jet Fighter*. **Phone Darren after 5pm on 0247 473203.**

■ I want *WWF, Final Fight* and *Terminator 2*. Will swap *Robocop 2, Golden Axe, Back to the Future 2, Hacker, Kwik Snax* and *Vindicator*. Any two of mine for one of yours. **Phone Scott on 0933 679101.**

■ Swap! Your *Helter Skelter* and *Nightshift* for my *Final Fight* and *Turrican 2*. Boxed originals only. Also *Back to Skool* solution wanted. Will pay. **Phone David on 0562 755888 after 4pm weekdays.**

■ I will swap my *Overlord* and *Project Stealth Fighter*, both +3 disks, for Multiface 3 or any good +3 disk games. **Phone Steve on 0533 695972.**

■ I will swap my *Italy 1990, Strider, Crackdown* and *Gazza's Super Soccer* for your *Pit Fighter* and *North & South*. Four for two or two for one. **Phone 0742 393474.**

■ I will swap my *Silkworm, Double Dragon, Dragon Ninja, 1st Division Manager* and *Grand Prix Sim* for your *Man Utd* or *Emlyn Hughes*. **Phone Hugh (in N. Ireland) on 02665 71396, evenings only.**

■ Spectrum +2, Language (Spanish, Italian) and office or business software wanted. **Ring 0274 757521.**

■ I will swap *Turtles - The Coin Op* for *Hudson Hawk* or *Navy SEALs*. All for Spectrum +2. **Phone Gary on Sunderland 5220663.**

■ Swap my *Shinobi, Cybernoid, Advanced Dungeons and Dragons, Red Heat* or *Superman* or *Armageddon Man* or *Licence to Kill* for your *Hero Quest, New Zealand Story, Devastating Blow, Pang* or *Rastan*. One of mine for one of yours. Two of mine for *Hero Quest*. **Phone Greg on Rhondda (Mid Glam) 423140.**

■ I will swap *Joe Blade 2, Super Robin Hood, Fantasy World Dizzy, Dizzy, World Cup* and *Park Patrol* for *Nebulus* and *R-Type*. Six for two - you can't get much better than that.! **Call Nottingham 232492 and ask for Matthew.**

■ I will swap *Spy vs Spy, Four Soccer Simulators, Crystal Castles, Powerplay, Hacker 2, Shard of Inovar, Smash Out, Software House, Double Take, Mailstrom, Lords of Midnight, Tapper, Spin Dizzy* or *Hypaball* for *RBI2* and *The Mystery of Arkham Manor*. Three for one. Must include instructions and be originals. Phone Lee on 0652 32635 after 6pm and ask for Lee.

■ Swap! I want *Helter Skelter, TNT2, Star Control, Mercenary* and any other offers. I have *Lemmings, Turrican 2, Hollywood Collection, Kick Off 2, Xenophobe* and others. First swapping caller gets free LCD game. All offers considered. **Phone David on 0502 755888.**

■ What a swap! *SAS Combat, MIG 29, Kamikaze* and *Guardian Angel* for *WWF Wrestlemania* or *Hard Drivin'*. If you can give me both, I'll throw in *WEC Le Mans* and *Vectron*. **Tel Robbie on (Fenwick) 05606 416.**

■ Swap! *Gauntlet, Batman the Movie, New Zealand Story* or *Rainbow Islands* for any *Garfield* or *Pet People* games or *Outrun*. **Phone Edd on 0904 627829.**

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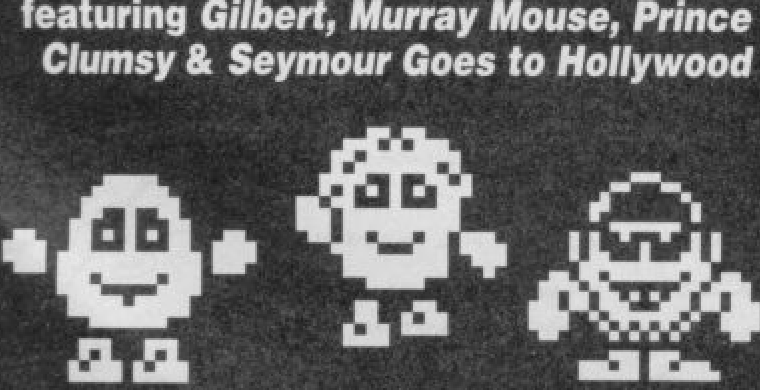
YS hints'n'tips TIPSHOP



This month's Tipshop is a Dizzy special. To fit in some of the maps I've had to dispense with Dr Hackenbush. He didn't seem to mind, and his nurse seemed positively relieved. The good doctor will be back next month, so 'til then just revel in all this Dizzyness.

Before you run off and look for the final diamond, or whatever, I've got a message for you lot from Art Ed Andy Ounsted. From now on Tipshop is going to be in black and white, so please don't send any coloured maps in. All maps and diagrams should be drawn in black ink. If you have to write on maps, use black block capitals. Oh, and don't forget to write your name and address on the back. Cheers!

The address, as usual, is Linda B, YS Tipshop, 30 Monmouth Street, Bath, Avon BA1 2BW.



DIZZY



Just a little tip to start off with on this, the first ever Dizzy game, from Greg Sikorski...

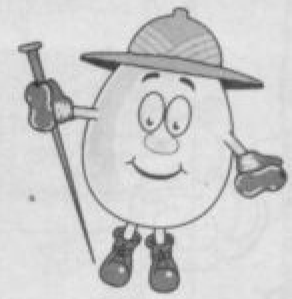
When you're playing press P (for pause) then type out NOOTRAC 4571 and Dizzy will vanish. Then use Z and X to scroll the rooms and press ENTER as you want for that amount of lives. Brill, eh?

Yep! And just think, this was the game which started the whole Dizzy empire.

DIZZY PRINCE OF THE YOLKFOLK

To help you get through this right royal scramble, here's what all the objects do...

Jug of water	Put fire out
Leaves	Put in front of door
Matches	Set fire to leaves
Outboard motor	Give to ferryman
Pickaxe	Break rocks on hillside
Cage	Catch Pogie
Gold nugget	Give to ferryman
DIY bridge	Put across gap
Harp	Give to St Peter
Chesse	Get Pogie in cage
Rusty Key	Open door to Daisy
Scythe	Chop through bushes
Bugle	Give to bugler
Tweezers	Get thorn from lion's paw
Spanner	Loosen mechanism
Thorn	Kill evil Dizzy
Joke book	Cheer Princess up
Flag	Brings King home
Caged Fluffle	Scare troll away





And from A Godber, here's a list of where all the cherries are...

● A few trees ● Trapped ● Top of hill (cage) ● Top of hill, near nugget ● Hillside ● Enchanted forest, behind Pogie● Enchanted forest, behind railing ● Enchanted treetops ● Fluffy cloud ● Castle ramparts ● Castle ramparts ● Edge of the tower ● Inner sanctum ● The deserted tower ● First landing ● Double trouble (behind spanner) ● Castle drawbridge ● Tower drawbridge ● Castle gardens, clump of grass ● Castle gardens, behind block.

Another good eggy mixture well whisked!

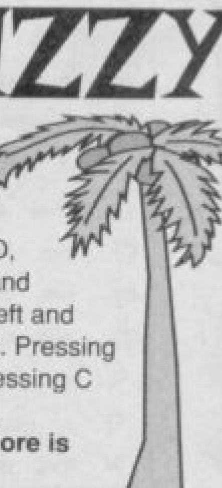
TREASURE ISLAND DIZZY



David Archibald has a tIny tippette for Dizzy's island jaunt...

Press ENTER to begin the game, then hold down O, A, P and C until the music stops and Dizzy disappears. You can then use the left and right keys to to move through the screens. Pressing your button will start you in that room. Pressing C afterwards will start the procedure again.

Sea, sand and a good egg – what more is there?



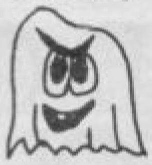
MAGICLAND DIZZY

YS HINTS 'N' TIPS TIPSHOP

Find your way through Magicland with Michael Robinson's ace map.

Abracadabra! If those baddies are still bothering you, get rid of them the easy way – with Stu Hogger's easy to follow guide....

Bats Fly about and take a little energy. Avoid.



Ghosts Only found at swamp. Take away lots of energy. Kill with power pill.

Water Kills you – avoid it.

Lava Same as water.



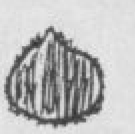
Fire Takes away energy – avoid



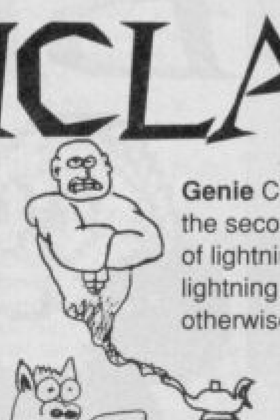
Rat Takes away lots of energy, only found down well. Play the pipes to get rid of it.

Drips Only found in forgotten dungeon, takes away energy – avoid.

Coconut Takes away energy – avoid



Genie Comes from lamp. On the second calling he fires bolts of lightning at you. You need the lightning rod to protect yourself otherwise you're dead.



Troll On the bridge, get the goat to butt him. Takes away a bit of energy.



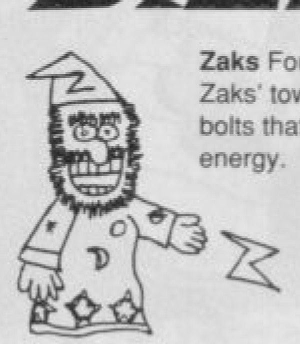
Vampira In the Ice Palace. Kills you unless you have the gold cross.

Spikes Kill you if you stand on them – avoid.



Queen of Hearts Kills you unless you have Excalibur. Found in the magic mirror.

Chess pieces Take away tonnes of energy. Found in the magic mirror – avoid like the plague.

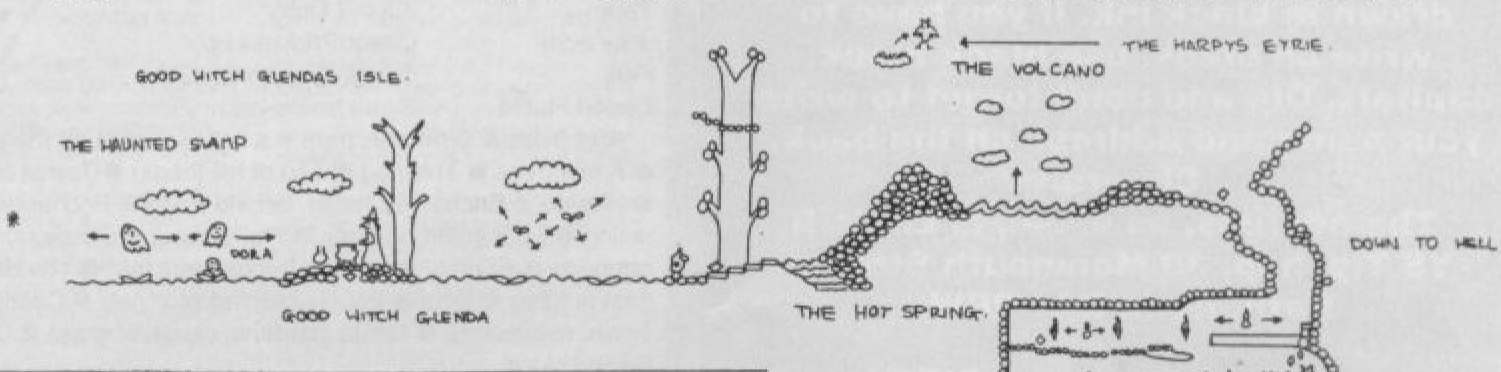


Zaks Found at the top of Zaks' tower. Fires lightning bolts that take away lots of energy.

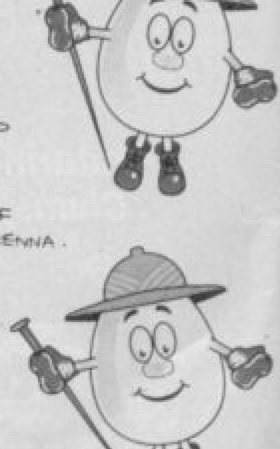
And all you need to know now is where those glittering diamond are. Timothy and Joanna Parris know...

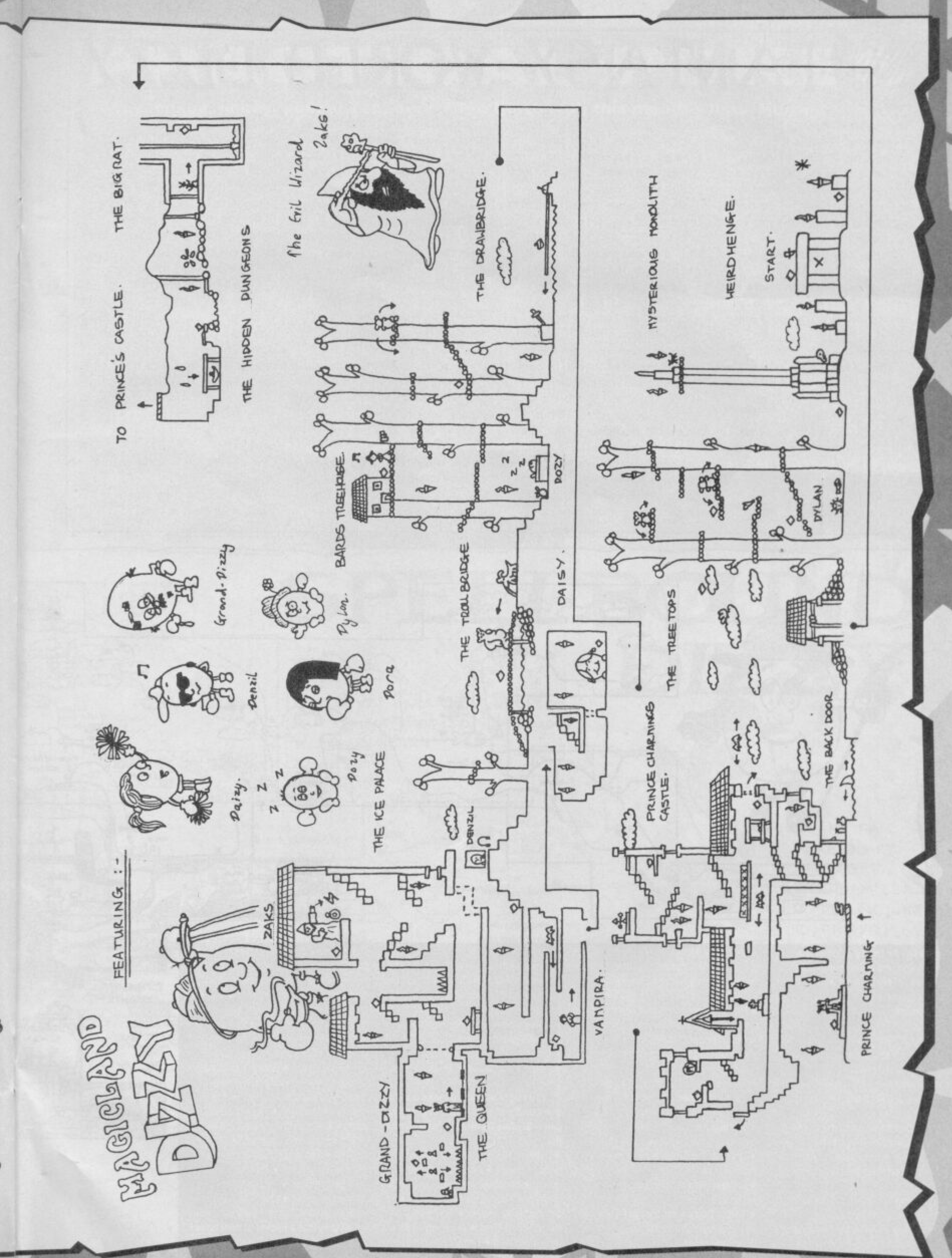
♦ Next to the haunted swamp ♦ Next to the mysterious monolith ♦ On the castle back door screen – climb up the steps inside the castle ♦ In the tower with a view ♦ In the watchtower ♦ Next to the monkey in up a tree ♦ Behind the railing above Dylan ♦ Above Weirdhenge ♦ In Glenda's unlit fire ♦ In the throne room ♦ In the screen called clouds ♦ On the troll bridge ♦ By the hot water geyser ♦ Behind the railing above the sword in the stone ♦ In the Bard's treehouse ♦ In the Ice Palace entrance hall ♦ In the crypt ♦ In Daisy's oubliette ♦ Down the well ♦ In the secret passage ♦ In the main hall ♦ In the west tower ♦ By the chessboard ♦ On the curiouser and curiouser screen ♦ In the tallest tower ♦ At the hellgate ♦ Behind the third railing from the right at the cracks of gehenna ♦ At the cracks of Gehenna ♦ By Hades ♦ By Zaks

And now no more tears need be shed over that last diamond. Good, eh?



KEY. EXCALIBUR – MAKES YOU KING SO YOU CAN TAKE THE QUEEN
DIAMOND – 30 TO COLLECT. WIZARDSLAYERS TRIDENT – KILLS ZAKS
BACK DOOR KEY – OPENS BACK OF PRINCE CHARMINGS CASTLE.
EMPTY MILK BOTTLE. PERSONAL STEREO – GIVE TO BARD WHO WILL GIVE YOU HIS PIPES
BAG OF RUBBISH. BURNING TORCH – OPENS DAISY'S CELL AND LIGHTS GLENDAS FIRE.
THE HANDLE – USE ON WELL TO WIND UP BUCKET. ANCIENT MAGIC LAMP – GENIE INSIDE WAKES DOZY.
A GOLD CROSS – WARDS OFF VAMPIRA. 'DRINK ME' POTION – SHRINKS DAISY
A POWER PILL – KILLS THE GHOSTS IN THE HAUNTED SWAMP. MAGIC PIPES – PUTS RAT IN WELL ASLEEP
A LIGHTNING ROD – STOPS YOU BEING KILLED BY THE GENIE IN THE LAMP
THE 'EAT ME' CAKE – MAKES DAISY GROW KILLING YOU, DON'T USE THIS. ZAKS RING – THROW INTO CRACKS OF GEHENNA.
THE POISONED APPLE – PART OF GOOD WITCH GLENDA'S WEEDKILLER POTION
THE CLOTH DUSTER – USE THIS TO POLISH THE MAGIC LAMP. A LEAF – PART OF GLENDAS POTION
THE BUCKET – FILL THIS WITH HOT GEYSER WATER TO MELT DENZIL OUT OF ICE
A BIG STICK – WHACK THE GOAT WITH THIS. SOME STICKY STUFF – HELPS YOU PULL EXCALIBUR OUT.
A DAGGER – CUT THE GOAT FREE WITH THIS AND ALSO CUT A LEAF OF DYLANS BUSH WITH IT.
THE BLACK CAT – GIVE THIS TO GLENDA AND SHE WILL MAKE YOU A POTION. WEEDKILLER POTION – FREES DYLAN




MAGICLAND DIZZY
FEATURING :-
Daizy.
Denzil
Grand-Dizzy
Dozy
Dora
Dylan.
ZAKS
The Evil Wizard Zaks!
TO PRINCE'S CASTLE.
THE BIG RAT.
THE HIDDEN DUNGEONS
THE DRAWBRIDGE.
BARDS TREEHOUSE.
DOZY
DAISY.
THE TROLL BRIDGE
THE ICE PALACE
DENZIL
GRAND-DIZZY
THE QUEEN
VAMPIRA.
MYSTERIOUS MONOLITH
WEIRDHENGE.
START.
DYLAN
THE TREETOPS
PRINCE CHARMINGS CASTLE.
THE BACK DOOR
PRINCE CHARMING

FANTASY WORLD DIZZY

YS HINTS 'N' TIPS TIPSHOP

Shonagh Gray has discovered something. What is it?
I discovered that if the hawk comes down to kill you, press fire before it reaches you, press fire again and the hawk will be back high in the air and not trying to eat you for dinner.

And a jolly good thing that is to discover too! And Katherine Surnameless has got the complete solution. L means left, R right and J jump. Okay?
L and get water and bread, L to fire, throw water on it. U steps and D other side, get boulder, U steps, JR, give rat bread, JL, L, put boulder by portcullis.

U steps, JL at top, hit switch, JR, J onto table, then on to ledge. JR, R, get key, L and get bone. D to Gator, across, get boulder and drop key.

Back to portcullis, L, get boulder at Armorog, leave bone. L, drop boulder, R, get other boulder, L past hawk, drop boulders in water, L, get key, get potion from Dozy.

Back to Gator, smash potion by dragon, get key, R to volcano, get key, L to hut, unlock lifts, climb tree to Grand Dizzy. Get bar, L, get pickaxe, R, get knocker.

Back to attic, open door with knocker, get bucket, back to allotment, get cow, go to well, open with bar. D and R, get key, L to shopkeeper, give him the cow. Plant bean in allotment, fill bucket from volcano water. Water bean. U beanstalk, across clouds to castle. Get egg, go to lift hut, unlock lift, go through floor, put egg in dragon's nest. Go past. Break rocks with pickaxe, get carpet. Back to castle. Put carpet on spears. Hit switch and rescue Daisy. Give her 30 coins.

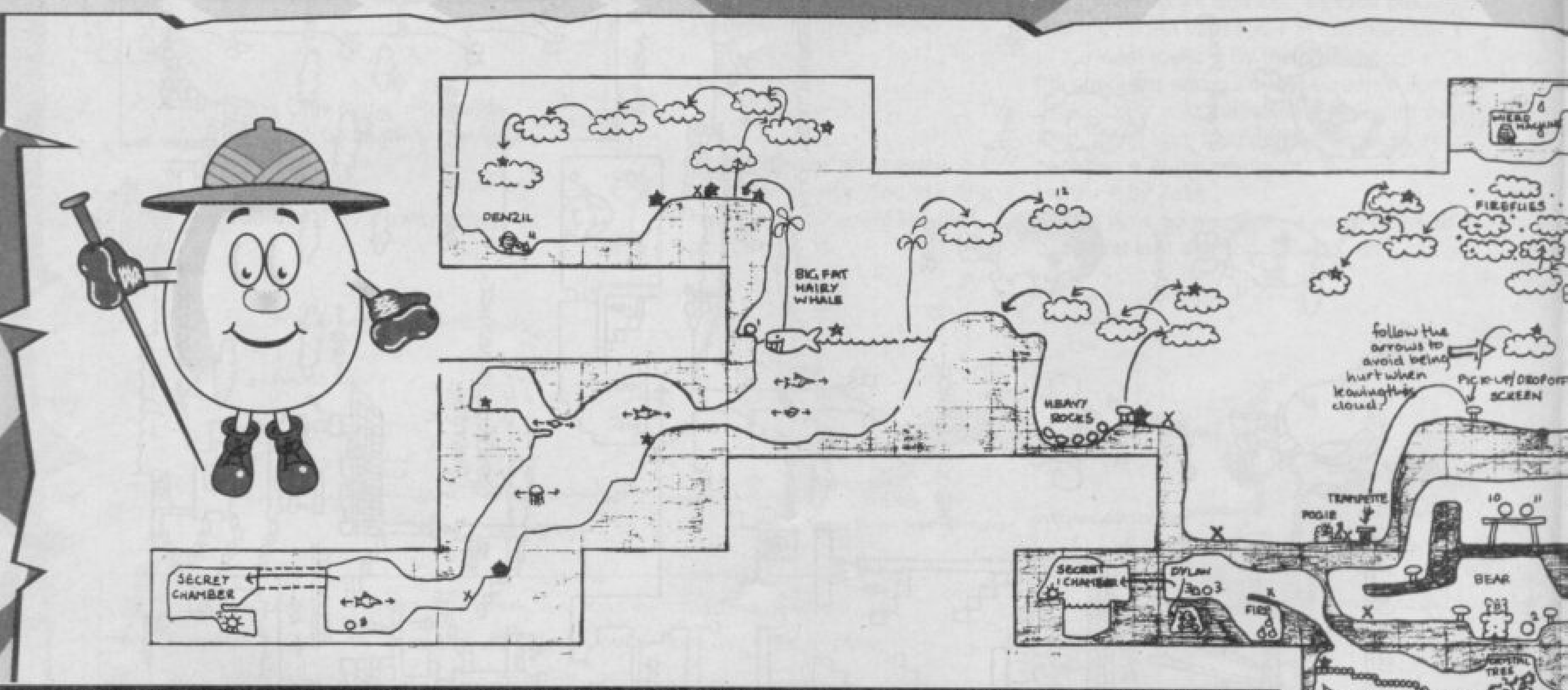
And where are those coins? Here's David Brook to tell us...
There are seven in the castle... ○ By the portcullis ○ Entrance hall, top right, behind second railing ○ East wing ○ West wing ○ The mantelpiece above Denzil's head ○ Castle staircase ○ Starting place – only seen when troll has been seen in deserted mines.

There are four in the east... ○ By Dizzy hawk – the guard house ○ Between two crates on the docks and pier ○ On the crafty cloud above the warehouse ○ Jump down between the green and purple crate into the amazing illusion screen.

There are nine in the tree house... ○ To the right of the bottomless well, behind the leaves ○ Next to the railing, by lift control ○ Base of the tree house ○ The right window of Daisy's house ○ Behind some railings in Denzil's pad ○ Below the meeting hall ○ Stay on the same platform as above but go right to the end of it. Jump left onto the lazy left cloud ○ In front of Daisy's parents' house ○ Behind a piece of railing by the bottomless well.

There are eight in the west ○ On a cloud in the complex cloud route ○ On a cloud near the volcano top ○ On a cloud in more horrible clouds ○ On top of an active volcano ○ Behind some leaves in the large oak tree ○ In the deserted mine ○ In the dragon's lair ○ Underneath the table in Daisy's prison.
There are two in the strange world...
○ In the church ○ In the market square.

And that, as they say in certain circles, is that!





Charlotte Anthony mapped the entire game and found out exactly what you're meant to do with all those pesky objects...
★ **Brakeshoe** Attach it to the minecart or you'll get thrown from it.
★ **Glass jar** Fill it with honey for the bear and catch a firefly in it so you can see in the dark, spooky cave.
★ **Iron hammer** Fix the broken rail in the mine track and bash the plug in the pumping station.
★ **Megaphone** Use it to shout to Dylan.
★ **Gold shamrock** Give it to the leprechaun in exchange for his talisman.
★ **Ceramic lid** Keep the firefly in the glass jar.
★ **Aqualung** Lets you go under water and sit there for hours.
★ **Soggy log** Put it by the fire in Dylan's hole to make it smoke. Then use the smoking log to pacify the killer Bs.
★ **Umbrella** Makes you fly into the sky at the windy shaft and will stop the smoking log from getting wet again when walking through the rain.
★ **Pile of bones** Drop them on top of the plant and it will swallow you.
★ **Pot of pepper** Makes the whale sneeze and spout so you can reach higher places.
★ **Flippers** Swim up through water.
★ **Tasty seaweed** Drop it in the dark spooky cave to repel the bats.
★ **Fishing net** Catch Pogie in it so you can rip the little blighter's collar off.
★ **Drill bit** Put it on the weird machine to make it work.
★ **Dagger** Red herring – doesn't do anything.
★ **Grand Dizzy's ear trumpet** Rescue Grand Dizzy and use it so you can hear Dylan talking to you.
★ **Shamus' weird talisman** Stop the beast eating you.
★ **Dylan's vibes** Rescue Dylan.
★ **Denzil's ZX81** Rescue Denzil and plug it into the control room to make the pink pipe suck you in.
★ **Daisy's diamond ring** Rescue Daisy.
★ **Dora's glass slipper** Rescue Dora.
★ **Dozy's pillow** Rescue Dozy.
★ **Pogie's fluffle collar** Rescue Pogie.

You might be able to make out the stars on the map but, just in case you can't, Stefan Dennett's made a nice list...
★ Opening to windy shaft ★ Behind tuft of grass in quarry ★ On clouds above quarry ★ Middle of vast lake – on surface ★ On cloud above starting position ★ Behind crystal leaves ★ Top left hand railing above Theo ★ In mining shaft where cart flies ★ Entrance to old mine workings ★ Far right of first ore crusher ★ Behind chain on first ore crusher ★ Left of fruit on rickety bridge ★ Right of fruit on rickety bridge ★ Three of them are in the damp bit above above rickety bridge ★ In middle of spare ore crusher ★ Beast's lair ★ Right side of reservoir ★ Entrance to watery passage ★ Third water plant tight of food ★ Bear's place right of table ★ Lakeside cliff top ★ Behind tuft of grass in woody grove ★ Clouds above watery grove ★ Cloud above Denzil ★ The substation, far right ★ Floor of pumping station ★ Pumping station behind rail ★ Pumping station on platform ★ Left of fireflies ★ Left and down from fireflies ★ Next to leprechaun ★ Plant's roots, left side behind plant ★ Two are in the flooded chamber ★ Opposite Daisy in sunken shed ★ Top of watery passage

Aha, is that a packet of mini eggs I can hear Jon opening? Hang on a mo while I investigate.

PRACTICAL POKES

Pokey, pokey, pokey, pokey! Yep, here's Jon North with this month's lists. Hurrah!

Richard Swann has just sent me five reasons why Deep Purple ar better than Transvision Vamp. Number one - they've been in the NME Book of Rock Legends? Well, whoopee doo. Here's some code.

PRINCE CLUMSY

```
10 REM PRINCE CLUMSY BY RICH
20 CLEAR 25340: LOAD ""CODE
30 RANDOMIZE USR 55206
40 POKE 47063,58
50 RANDOMIZE USR 43918
```

SEYMOUR GOES TO HOLLYWOOD

```
10 REM SEYMOUR BY RICH
20 FOR F=16384 TO 16430
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 16384
50 DATA 33,13,64,17,0,91,213
60 DATA 1,36,0,237,176,201
70 DATA 221,33,203,92,17,34,1
80 DATA 62,255,55,205,86,5
90 DATA 48,241,33,27,91,34
100 DATA 145,93,34,183,93
110 DATA 195,243,92,175,50
120 DATA 183,171,195,159,169
```

WHAT POKE TAPE?

After months of anticipation, Hackers Anonymous Gerard Sweeney, Raymond Russell and Jamie Murray from Lanarkshire in Scotland finally sent me a copy of their long-awaited POKEs tape. Or at least, they sent me a tape. All it contained was a BASIC file called LC which did sod all. When (if?) I see this elusive lump of code I'll undoubtedly plug it – in the meantime you'll just have to make do with these.

MURRAY MOUSE

```
10 REM MURRAY MOUSE BY HACKERS ANON
20 CLEAR 65535: LOAD ""CODE
30 LET A=6E4
40 READ B: IF B=999 THEN RANDOMIZE USR 6E4
50 POKE A,B: LET A=A+1: GOTO 40
60 DATA 33,92,214,17,20,255
70 DATA 237,83,139,214,1,35,0
80 DATA 237,176,33,125,234,17
90 DATA 53,255,1,10,0,237,176
100 DATA 195,138,214,175,50
110 DATA 16,254,201,999
```

GILBERT 128K

I was supposed to print this months ago, but I never got round to it. Ah well, here it is in all its Z80 glory.

```
10 REM GILBERT 128 BY HA
20 LOAD ""CODE: POKE 26084,106
30 LET A=27321
40 READ B: IF B=999 THEN RANDOMIZE USR 26E3
50 POKE A,B: LET A=A+1: GOTO 40
60 DATA 62,182,50,246,111,50,20,112: REM INFY TIME
70 DATA 175,50,64,119: REM INFY SNOT (BLEURGH!)
80 DATA 62,24,50,255,129: REM ALWAYS COMPLETE SUBGAMES
90 DATA 195,185,108,999: REM DON'T DELETE THIS BIT !!
```

I've just been sent a copy of the *Shock!* megademo, so I'm signing off now to grab a look at it. Usual stuff to me, Jolly Jon North, at the YS address (only send 48K tapes if you want stuff done for Pokerama, and a suitable sae if you want them back). See you in the (highly-compressed) scrolly.



YS ADVENTURES



This month in Adventures, Tim Kemp looks at two new games and there's some ace special offers.

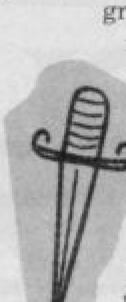
AZTEC ASSAULT

By: Zenobi Software



It is 1519 AD and the forces of evil have been running riot in Tenochtitlan, a village at the heart of the Aztec empire.

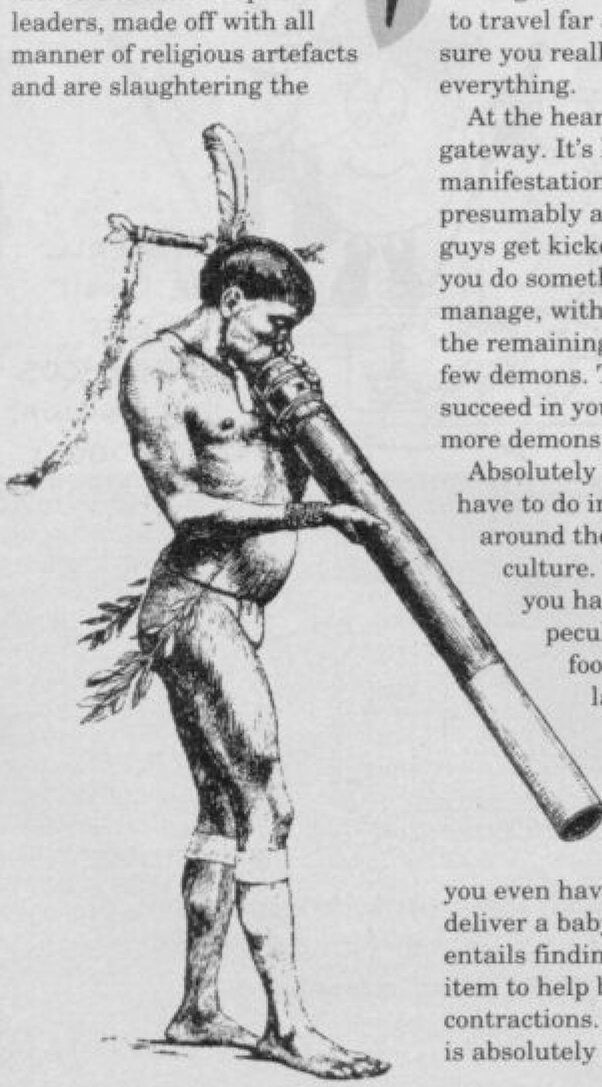
You are Phoenix, The Traveller In Black and it's your job to see those baddies off. These nasties take the form of assorted demons, led by a character known only as 'The Chameleon'. These foul demons have nicked the ashes of past leaders, made off with all manner of religious artefacts and are slaughtering the Aztecs in droves. As the Aztec culture leans heavily towards human sacrifice it is doubtful whether there will be enough people left who can be sacrificed in order to prevent the dreaded 'fifth sun' from occurring. This is not good.



Your first task is to meet and greet a tired-looking priest. For much of the game you'll find yourself meeting people and being given various tasks to perform.

Sometimes you'll find that after just a bit of casual rooting around you'll be able to carry out your tasks, though sometimes you'll have to travel far and wide to make sure you really see, get and do everything.

At the heart of the city lies a gateway. It's here that the evil manifestations flow in, and presumably also where the good guys get kicked out. Every time you do something right you manage, with a little help from the remaining locals, to see off a few demons. The better you succeed in your various tasks the more demons get the chop.



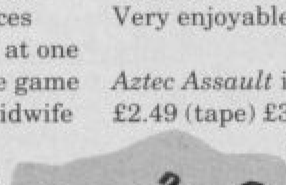
Absolutely everything you have to do in the game is based around the Aztecs and their culture. This means that you have to witness a peculiar game of football, obey the laws, be attired correctly at certain times (to enter certain places safely) and at one stage in the game you even have to help a midwife deliver a baby. Even that entails finding the correct item to help bring on the contractions. Everything is absolutely 100% accurate.



Aztec Assault is a text only game, with nothing much in the way of special features, but it has a wealth of educational detail. Aimed at beginners more than anything, it should still prove of interest to more experienced adventurers too. Very enjoyable!



Aztec Assault is available for £2.49 (tape) £3.49 (+3 disk) from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.



(Please make cheques and PO's payable to Zenobi Software. Outside UK please add 50p surface mail or £1.00 for airmail.)

TEXT
VALUE
PERSONAL RATINGS

SHERIFF GUNN

By: Axxent Software





Sheriff Gunn is just the thing you need to help chase away the post-crash SAM Coupé blues. It features 16 colour graphics and 64 column text, so it looks pretty nice, and it's good to see a SAM adventure, and not just an emulated Spectrum game make an appearance!

The game comes in two parts – you can play each part independently of the other and there are, according to the blurb on the inlay, over 80 locations. A word about the packaging: it's one of those large double size see-through cassette boxes (containing one disk) and has full colour (gasp) artwork!

The game itself is also pretty colourful, fun and fast paced. The main aim is to try to catch the notorious outlaw, Poisonous Pete. There are all manner of obstacles in your path, and the characters you meet on your travels either help or hinder you. The graphics are pretty tiny, but still manage to help add a bit of atmosphere to the proceedings. The only big minus point about the whole game is the price. £9.99 is a bit steep, but that seems to be a typical SAM price.

Sheriff Gunn will win no prizes for originality, but it's good fun, and what's more is one of the only SAM specific adventures around, so do yourself and your SAM a favour and buy a copy. If it sells well then it will undoubtedly encourage Axxent Software to release more SAM titles. They are already responsible for the excellent *SAM Adventure System*, so if you are ordering this game then ask for information on that.



You never know, the next great SAM adventure could be written by you! In the meantime, whip out your six-shooter and go gunning for Poisonous Pete. Yeee-har!



Sheriff Gunn (256/512k SAM Coupé) is available for £9.99 from Axxent Software, 89 Trewent Park, Freshwater East, Pembroke, Dyfed SA71 5LP. (Cheques and POs payable to C Jordan.)

TEXT	■■■■■■□□□□
VALUE	■■■■■□□□□□
PERSONAL RATINGS	■■■■■■□□□□

COUPON CORNER

COMPASS SOFTWARE OFFER

Jon Lemmon of Compass insists I call these 'Compass Deadly Duos'. I'd rather not, but they are good offers. They are called 'Deadly Duos' because a) there are two games on each tape, and b) most are originals coupled with follow-ups (or at least part one and part two of a saga of some description). The price? Just £1.49 per 'deadly duo'! Cheques and POs payable to Compass Software.

TO: Compass Software, 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB

FROM:

Name...

Address ....

....

....

.... Postcode ....

Could you please send me the following smart game/s. I enclose a cheque/postal order for

....

- ☐ *Project-X: The Microman* & *The 'O' Zone*
- ☐ *Demon from the Darkside* & *The Golden Mask*
- ☐ *The Devil's Hand* & *Shadows of the Past*
- ☐ *The Hobble Hunter* & *The Micro Mutant*
- ☐ *Intruder Alert* & *Invaders from Planet X*
- ☐ *The Blood of Bogmole* & *The Anttilis Mission*
- ☐ *Zogan's Revenge* & *The Wizard's Skull*

DELBERT THE HAMSTER SOFTWARE

Delbert Hamster's discount superstore is now open! Fill in the coupon, make your cheques and POs payable to Scott Denyer.

TO: DTHS. 9 Orchard Way, Flitwick, Beds. MK45 1LF

FROM:

Name...

Address ....

....

....

.... Postcode ....

Could you please send me the following smart game/s. I enclose a cheque/postal order for

....

- ☐ *Delbert Hamster's Wheel of Fortune* (a spiffy four game compilation) normally £2.99 yours for £1.99
- ☐ *The Life of a Lone Electron* (two new games from the pen of Gareth 'Microfair Madness' Pitchford a barg at just £1.99
- ☐ *Doctor Goo And The Samorons* (a five-part re-release (ex-Global Games) yours for a measly £1.49
- ☐ *A Fistful of Blood Capsules* (another massive five-part game) incredibly priced at just £1.49
- ☐ *Fairly Difficult Mission* (five parts again) a premium quality spoof, genuinely funny and just £1.49

PROGRAM PITSTOP



If it's comfort you're after then you've come to the right place. Butter those crumpets and curl up with Craig Broadbent's numbers.

Well, as the festive season approaches, the Pitstop is more full of life than ever before- I've got such a plethora of good stuff planned for you! Quite apart from this month's ample offering, there's a SAM special in the pipeline, as well as another stunning piece of work from our old pal Richard Swann, plus possibly a Chaos and Fractals special, and hopefully the return of a popular feature from the Pitstops of old, last seen in issue 33. (Can you giss what it is yit?) Complex negotiations are going on even as we speak- what excitement, eh? To put a relatively small dampener on things, I've been told I can't have an extended Xmas Pitstop special, but never mind, I'm sure I'll fit it all in somehow. In the meantime, on with this month's packed show...

SCROLL-A-LOAD

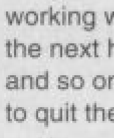
by Nigel Grange

Just when you thought it was safe to leap with joy, swing your pants and cry "The scrollers are dead, long live the scrollers!" and other well-known phrases that don't actually make sense, along comes your friend and mine, Nigel Grange, with a unique incarnation of the genre, and absolutely the last message scroller I will ever print ('til next month, anyway). This offering is unique because it actually scrolls a message across the screen while simultaneously loading a program! Amazing, eh? And if that's not enough, you can define the scroll line, change the loading stripe colours, load headerless code and even use your own font.

There's really no need for me to explain it all here (and take up valuable space) when the CONFIG program supplied does such a good job all by itself. Save the code first, then type in the BASIC program. Stick your own message into line 117 and RUN it to select your choices. Once customised, you can save the code routine along with your preferences to tape by following the on-screen instructions. It'll even show you how to start your personalised copy of the routine. Once the routine is up 'n' running, you can overwrite the code up to address 64960 without incurring damage.

A Note on Hex

Yes, the machine code routine is shown in Hex form, and yes, that means you need to use the notorious Hex Loader to enter it. So for those who aren't regular readers, this is how you work the accursed thing (deep breath): Type it in, run it, enter the first 5-digit number as the start address, enter the 16-digit hexadecimal number, and then the decimal checksum on the right. Then, unless you've made a hash of things - which is very likely when you're working with - ugh - hex, you'll have to enter the next hex line and checksum, then the next, and so on, until you enter STOP as a hex line to quit the program and save your code, which the Hex Loader will quite kindly do for you.



BASIC

```
10 REM SCROLL-A-LOAD config.
20 REM by Nigel Grange
100 BORDER 5: PAPER 5: PEN 0: CLEAR
64000
110 POKE 23658,8
115 DIM C$(5,6)
116 REM PUT YOUR MESSAGE HERE
117 LET A$=" SCROLL-A-LOAD! BY
N.GRANGE – THE BEST SCROLL
AROUND!"
120 PRINT " INSERT YOUR LOAD-A-
SCROLL TAPE"
130 PRINT TAB 9;"AND PRESS PLAY"
140 LOAD ""CODE 64768
150 CLS
160 PRINT "ARE YOU LOADING A
HEADERLESS"; TAB 13;"BLOCK?"
170 PRINT : PRINT TAB 8;"TYPE N IF
UNSURE"
180 GO SUB 9000
190 IF Z$="N" THEN LET ST=64768: GO
TO 400
200 LET ST=64793
210 PRINT : PRINT "ENTER LOADING
ADDRESS:"
220 INPUT G
230 LET AD=65235: GO SUB 9300
240 PRINT : PRINT "ENTER CODE
LENGTH:"
250 INPUT G
260 LET AD=65237: GO SUB 9300
400 CLS : PRINT "SELECT COLOUR OF
BORDER:"
410 RESTORE 9100: FOR N=1 TO 5:
READ C$(N): NEXT N
420 RESTORE 9200: FOR N=1 TO 8
430 PRINT AT 2+(N*2),7;N-1;":";
440 READ X1,X2: PRINT C$(X1);"/";C$(X2)
450 NEXT N
460 INPUT C: IF C
```

HEX LOADER

```
10 POKE 23658, 8: INPUT "Start address
";A: POKE USR "a", INT (A/256): POKE
USR "a"+1, A-256*INT (A/256): CLEAR A-
1: LET START=PEEK USR "a"+256*PEEK
(USR "a"+1): INPUT "Filename ";LINE F$:
LET Q=START
100 LET CS=0: PRINT AT 0,0; "Address
";Q
```

```
110 INPUT (Q); ":"; LINE A$: IF A$=CHR$ 226 THEN GOTO 300
130 IF LEN A$<>16 THEN GOTO 340
140 LET F=0: FOR J=1 TO 16: IF (A$(J)<"0" OR A$(J)>"9") AND (A$(J)<"A" OR A$(J)>"F") THEN LET F=1
150 NEXT J: IF F=1 THEN GOTO 340
180 FOR N=0 TO 7: LET Y=CODE A$(1)-48: IF Y>9 THEN LET Y=Y-7
190 LET Z=CODE A$(2)-48: IF Z>9 THEN LET Z=Z-7
200 LET VA=16*Y+Z: LET CS=CS+VA: POKE Q+N, VA: PRINT AT 2, N*3; A$(TO 2): LET A$=A$(3 TO): NEXT N
220 INPUT "Checksum? ";LINE A$: PRINT AT 2,25; A$:IF VAL A$<>CS THEN GOTO 340
230 CLS: LET Q=Q+8: GOTO 100
300 CLS: PRINT "Saving ";F$; AT 21,0; "Remove EAR lead": POKE 23736, 181: SAVE F$ CODE START, Q-START: INPUT "Verify? ";V$: IF V$="Y" THEN VERIFY F$ CODE
330 PRINT "OK!": STOP
340 PRINT AT 15,0; " **ERROR** ": BEEP .1,-20: GOTO 100
```

HEX REMLIST

by John McIntyre

Next up this month is a utility for BASIC programmers, and, let's face it, if you're reading this column, you're bound to be a BASIC programmer really. Picture the scene then – you type in your program in chunks, and put a REM at the top of each chunk, as all good programmers do.

Inevitably your program soon gets uncontrollably large, and the only way to squeeze in all those much-needed extra lines is to renumber the program. And then what? You don't know where all your subroutines start, that's what. And that's annoying. Of course, that's where John's utility comes in – you just type it in and save it with SAVE "Filename", and then MERGE it into your large program, in which you have conveniently left lines 9990 to 9999 empty. Type GOTO 9990, and *RemList* asks you for a starting line. It then proceeds to search your program for REM lines, and when it finds one it PRINTs it on the screen (change the PRINTs to LPRINTs to send the output to a printer), showing you the location of all your subroutines at a glance.

By the way, the routine doesn't recognise REMs after colons, so give each REM its own line. And there you have it. Superbly useful, stunningly easy to use – what more could you ask for?




```
64768 DD 21 C1 FE 11 11 00 3E = 797
64776 00 37 CD 56 05 2A CC FE = 851
64784 22 D5 FE 2A CE FE 22 D3 = 1248
64792 FE C3 74 FD 3E 05 32 EC = 1171
64800 FF CD 5D FD CD 36 FD DD = 1539
64808 2A D3 FE ED 5B D5 FE 3E = 1364
64816 FF 37 CD 46 FF C9 06 07 = 1054
64824 11 F4 FE C5 CD 54 FD C1 = 1447
64832 10 F9 21 66 FE 7D 12 13 = 816
64840 7C 12 13 21 8C FE 7D 12 = 731
64848 13 7C 12 C9 21 EA FE 01 = 884
64856 0A 00 ED B0 C9 D9 ED 43 = 1145
64864 C1 FE ED 53 C3 FE 22 C5 = 1447
64872 FE D9 C9 17 26 2D 3C 46 = 908
64880 75 80 8E FF 21 56 05 11 = 783
64888 46 FF 01 AF 00 ED B0 21 = 947
64896 DC FF 11 DA FF 01 1B 00 = 993
64904 ED B0 21 D7 FF 36 C3 21 = 1198
64912 D0 FD 22 D8 FF 21 C0 FD = 1444
64920 22 4F FF 01 F0 F9 11 6B = 982
64928 FD 21 46 FF 1A 13 FE FF = 1165
64936 CA 1C FD D5 E5 16 00 5F = 1042
64944 19 5E 23 56 EB 09 EB 2B = 762
64952 73 23 72 E1 D1 C3 A4 FD = 1310
64960 FB AF D9 ED 4B C1 FE ED = 1639
64968 5B C3 FE 2A C5 FE D9 C9 = 1451
64976 D9 ED 5B E0 FE 1A 6F 13 = 1179
64984 1A 67 13 ED 53 E0 FE E9 = 1179
64992 2A D9 FE 7E 06 00 B7 CB = 1031
65000 27 CB 10 B7 CB 27 CB 10 = 902
65008 B7 CB 27 CB 10 6F 60 ED = 1088
65016 5B DD FE 19 22 42 FF C3 = 1141
65024 BD FE 2A 42 FF ED 5B 3E = 1196
65032 FF 7E 12 23 14 7E 12 23 = 633
65040 14 7E 12 23 14 7E 12 23 = 398
65048 14 22 42 FF ED 53 3E FF = 1012
65056 06 05 C3 BD FE 2A 44 FF = 1014
65064 E5 F1 2A 40 FF CB 16 2B = 1099
65072 CB 16 2B CB 16 2B CB 16 = 761
65080 2B CB 16 2B CB 16 2B CB = 782
65088 16 2B CB 16 2B 22 40 FF = 686
65096 F5 E1 22 44 FF C3 BD FE = 1465
65104 2A 40 FF 11 20 00 19 24 = 471
65112 22 40 FF 21 00 00 22 44 = 488
65120 FF 06 09 C3 BB FE 3A DF = 1187
65128 FE 3D 32 DF FE CA 81 FE = 1427
65136 21 EA FE 22 E0 FE 2A DB = 1294
65144 FE 22 40 FF 06 07 C3 BB = 1002
65152 FE 21 3C FF 22 E0 FE 06 = 1120
65160 08 C3 BB FE 21 E2 FE 22 = 1191
65168 E0 FE 2A DB FE 22 3E FF = 1344
65176 22 40 FF 3E 09 32 DF FE = 951
65184 2A D9 FE 23 7E FE FF CA = 1385
65192 B0 FE 22 D9 FE C3 B6 FE = 1566
65200 2A D7 FE 22 D9 FE 06 09 = 1031
65208 C3 BB FE 10 FE D9 C3 DA = 1536
65216 FF 00 00 00 00 00 00 00 = 255
65224 00 00 00 00 00 00 00 00 = 0
65232 00 00 00 00 00 00 00 00 = 0
65240 00 00 00 1F 50 00 3C 09 = 180
65248 E2 FE E0 FD 02 FE 02 FE = 1469
65256 66 FE 25 FE 25 FE 25 FE = 1229
65264 25 FE 50 FE 00 00 00 00 = 625
```

BASIC

```
9991 BORDER 0:
PAPER 6: PEN 1: CLS : LET l= (PEEK 23627+256*PEEK 23628)- (PEEK 23635+256*PEEK 23636)-1: LET a= 23755: LET v=(PEEK 23641+256*PEEK 23642)-(PEEK 23627+256*PEEK 23628)-1: LET f=(PEEK 23730+256*PEEK 23731)-(PEEK 23641+256*PEEK 23642): INPUT "REMLIST FROM LINE No? ";n: IF n<0 OR n>9999 THEN GO TO 9991
9992 IF (PEEK (a+1)+256*PEEK a) < n THEN LET a=a+4+PEEK (a+2)+256*PEEK (a+3): GO TO 9992
9993 IF PEEK (a+4)=234 THEN GO SUB 9997
9994 LET a=a+4+PEEK (a+2)+256*PEEK (a+3)
9995 IF a > 23755+l THEN PRINT FLASH 1'" ALL REMS FOUND "; FLASH 0'"PROGRAM =",l;" bytes"'"VARIABLES =",v;" bytes"'"FREE SPACE =",f;" bytes": PAUSE 0: STOP
9996 GO TO 9993
9997 LET a$=" ": LET a$(5-LEN (STR$ (PEEK (a+1)+256*PEEK a)) TO )=STR$ (PEEK (a+1)+256*PEEK a)
9998 LET s=PEEK (a+2)+256*PEEK (a+3): PRINT INVERSE 1;a$; INVERSE 0;" ";: FOR b=a+5 TO a+2+s: PRINT CHR$ (PEEK b);: NEXT b: PRINT '': RETURN
```

ERRATA

To wind up this month, it's the questions and answers desk. First a solution to Ben Jerrit's problem with Daniel Azzopardi's *Sound Sampler* in issue 71 – the answer, it seems, is not in the typing in but in the saving. Gary Seviour from Midsomer Norton suggests that SAVEing "sampler" LINE 720 could solve all your problems.

Now yet more problems with Dicky's *Manic Miner* Editor. Sorry Mr A R Cooper of Newcastle-under-Lyme- line 2810 of Part One should read COPY, not GOSUB (a small bug in my BASIC to ASCII converter – you'll be pleased to know that Jon's just acquired a new one so that this sort of thing will never happen again... possibly).

AAAAAAAARRGGHH! (to put it bluntly).



Yes, it's *TuneMaker* time again. I wish I'd never printed the darn thing now! This time it's lines 1530 and 1540 causing the problems- they ought to read:

1530 LET E$=B$+C$+A$: PLAY E$
1540 LET F$=F$+A$

Apologies to Wellingborough's own Keith Morton for that. And finally, still on the *TuneMaker* theme, another quick explanation of those symbols that were supposed to help you but obviously didn"t.

- <hash> means a #
- <space> means tap the SPACE bar
- <inv space> means press either GRAPH then CAPS SIHFT and 8, or else INVERSE VIDEO then SPACE then TRUE VIDEO.

And that really is it.

VOON

... as a mattress from Squornshellous Zeta once said. I've already got a load of corkers lined up for next time, but if you've got something that really has to be seen, send it in as per usual to me, CB, at Preponderate Pitstop, YS, 30 Monmouth Street, Bath BA1 2BW, and I'll see if I can't squeeze you in.

TO PROTECT AND SERVE
SPEC TEC JR

Got a problem? Get it solved! With SIMON COOKE

SPEC TEC *Junior*



Jr's been playing the stock markets this month. He's aiming to become Bath's top yoghurt baron. Oh dear...

Dabbling in the lucrative (yet dodgy) area of yoghurt speculation on the stock market, I seem to have left myself in a bit of a pickle. I've spent all of my hard earned dough on shares – a bit out of my detective league, many people might say.

I was doing well – buy here, sell there. But unfortunately I got lumbered with twelve tons worth of Crunch Corners, which I've now got to store somewhere. I took too long selling one batch of yoghurt shares, so all of a sudden a large truck with "Yoghurt" painted on the side pulled up outside my lovely plush detective agency.

After going purple, and shouting various words down the phone to my stock broker, I found out that there was nothing I could do about the whole mess.

So now not only do I have to make this poor pile of yoghurt a home, but I also have the quite large problem of having no money to pay for somewhere to store it all. In fact, I may have to use the Shed to keep it in – although whether or not I can quite fit twelve tons of dairy produce into something that small is another question entirely. Until then, I'll work on my current files (munching on a couple of Mullar yoghurts as I go) and try and help you out. By the way, anybody fancy a yoghurt?

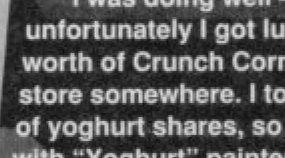
PRINTER PROBS

I have a ZX 48K with printer, but I do not know how to print on it. Could you send me some information on how to work it?

D Abbot
Preston, Lancsashire

On the Spectrum, there are three dedicated printer commands that you can use – LPRINT, LLIST and COPY. LPRINT sends text to the printer in exactly the same way that PRINT sends text to the screen, LLIST prints out a program listing in the same way as LIST, and COPY will print out a screen shot. On the +2A or the +3, COPY EXP will print out a screen shot taking into account the screen colours and brightness – giving a shaded grey picture.

This print out can also be inverted (black printed as white, and vice versa) using COPY EXP INVERSE. Other than using the special printer commands, you can use the normal PRINT command to send stuff to the printer by putting #3; after the PRINT statement, eg PRINT #3;"I own too much yoghurt for my own good" or LPRINT "and it's not in the fridge either..." will print the information in quotes to the printer. **Jr.**



MORE PRINTER PROBS

Hello Spec Tec. I have just purchased a second hand Amstrad DMP 2000 which I am using with a Datel RAMPrint, my prob being that I cannot get it to print out anything I've written using *RAMWrite*. So I called in a printer specialist and he told me that it's set up for a BBC. He showed me some switches at the back with "ON 1-8, ON 1-10". Please could you tell me which ones are supposed to be down, right now 3 + 4 are down and 9 + 10. I'm at my wit's end – if you don't help me I'll have to eat my cat.

C Richardson
Thornhill, Cwmbran

Hmmm. In the words of a well-known breakfast TV presenter, "It's a bit tricky!" Honestly, I don't know about this one – you've stumped me. So, anyone out there willing to give Charles a hand? If you do, you'll be rewarded. Probably in yoghurt. **Jr.**

THE SOUND OF SILENCE

I own a 128k +2. I have been using Spectrums since 1984 and they are the best in the universe. But the 128+2 has got me beat. Amstrad have made the manual so impossible to understand that I am writing to you. Here's my problem. I want to use sound FX in my M/Code programs but I want to use PLAY as the quality is far superior to BEEP.

I have looked around for books on the subject, but alas there are none, so could you please give me some advice, help, or the name of a good psychiatrist.

F Walker
Hebden Bridge, West Yorkshire

Isn't it your lucky month? As you'll see on the cover of this issue, you now have the compiler for Soundtracker. *If you bought last month's issue (if not, try a back issue!) you will also have the main* Soundtracker *program, which can satisfy all of your musical needs and cravings. All you need now is to be able to write music!*

If you want more than one tune in memory with Soundtracker, *but don't want to have to store the player routine with each tune, find out the start addresses of all your tunes, and do this:*

```
LD HL,tune_address
LD (initialise+1),HL
CALL initialise
```

Where initialise is the address of the Soundtracker *player routine, and tune_address is the address of the tune you want to play. As for sound FX, sorry but I can't think of a program which can handle them – you could try and write your own sound FX player routine using the info in the back of the manual, I suppose. Or if all else fails, you can pass some of my Crunch Corners around with your program – the sounds of munching and yoghurt slurping are sure to mask the lack of booms and bleeps.* **Jr.**

TAPE TO DISK

I have recently purchased a Spectrum +3 and have been transferring tapes to disk using the Multiface 3. Having now put *Tasword 2* on disk, I wondered if there was any way I can alter the program to save text files onto disk.

J Turner
North Anston, Sheffield

Two things spring to mind, John – you can either buy the +3 specific version of Tasword *from Tasman (0532 438301), or you can try and modify all of the LOAD and SAVE commands in the* Tasword 2 *BASIC (my version has been converted for use by the SAM disk drive, so I can't help, I'm afraid). Put "A:" in front of all the SAVE, LOAD and VERIFY commands, and wherever a filename is asked for, put CLS:CAT "A:" before it in the program – this will pretty safely convert the program for you.*

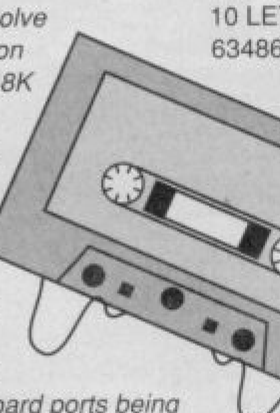
If the SAVE and LOAD commands are of the form SAVE a$ CODE... Then you'll have to replace them with SAVE "A:"+a$ CODE... All should then be well. Of course, if any reader would like to write in with what has

CRACKED!

JOYSTICK JAMBOREE

Cathy Allen has written in to solve a problem of joystick reading on the 128K machines – as the 48K routine would not work. She sent in a routine to do the biz for the 128K machines, but I have decided it would be best to print a universal routine. I wrote this one, so any blame will fall to me. The problem with compatibility between the two machines is that only bits 4-0 on the keyboard ports being read are actually of any significance – bits 7-5 do not hold any key information at all. Unfortunately, bits 7-5 return different values for 128K machines to the values returned on a 48K machine. This makes BASIC programs (which cannot strip bits 7-5 from the data) incompatible on the two machines. In machine code, it is proper procedure to read the ports by doing something similar to this:

```
LD BC, &EFFE
IN A,(C)  ;Read keys 6-0
CPL       ;Invert data, so that a key ;press
          ;gives a set bit
AND 31    ;get only bits 4-0
```



In BASIC, this becomes:

```
10 LET port=61438: REM 61438 is keys 6-0, 63486 is keys 1-5
20 GOSUB 1000: REM call Sinclair joystick read routine
30 REM rest of proggy goes here
1000 LET k=IN port: REM read key port
1010 LET k=255-k: REM invert data
1020 LET k=k-(32*INT (k/32)): REM strip bits 5-7
1030 LET fire=0:LET left=0:LET right=0:LET up=0:LET down=0
1040 IF k/2 <> INT (k/2) THEN LET fire=1: LET k=k-1
1050 IF k/4 <> INT (k/4) THEN LET up=1: LET k=k-2
1060 IF k/8 <> INT (k/8) THEN LET down=1: LET k=k-4
1070 IF k/16 <> INT (k/16) THEN LET right=1: LET k=k-8
1080 IF k/32 <> INT (k/32) THEN LET left=1
1090 RETURN
```

To use, GOSUB 1000 with "port" holding the appropriate address – 61438 for Sinclair joystick 1, and 63486 for Sinclair joystick 2. Even though I did not use her actual routine, Cathy gets a goodie bag for trying. **Jr.**

HIDDEN EXTRAS

I just thought that I would send in these "functions" for you and everyone else to fiddle around with. Owners of the old 128+2 may not be aware of the extra key functions that were built in when Sinclair was developing a keypad as an add-on – which never actually materialised. To use these, go into 128 BASIC. The useable keys are only available when you're editing a BASIC line or lines of text. Here's a run down of what keys to press and what they do:

<Symbol Shift> + I : Go to end of text
<Symbol Shift> + <Caps Shift> followed by W : Delete to end of text; E : Deletes line; T : Go to top of line; K : Delete text up to cursor; N : Go to start of line; M : Go to end of line.

Jonathan Faulds
Orrell Park, Liverpool

Thanks for that Jonathan – I''ll send you a yoghurt – no! – a goodie bag. By the way, if the keys above don't work, try pressing <Graph> as well .**Jr.**

to be done to convert the program (printed or written out, please), I'll be glad to include it in the column. **Jr.**

LEVEL HEADED

I recently bought a second hand Spectrum +2, and I'm having problems loading some games. I'd say about 50% of my 100 or so games don't load. Sometimes if I clean the heads in the Datacorder, I can get some of them to load. Is my problem with the Datacorder or does it just need a good clean out. If so, could you recommend a good cleaner?

Dave Martin
Birtley, County Durham



Well, Dave, it looks like your tape heads are out of alignment. To rectify this (and this is a big problem on the +2), you'll have to gain access to the azimuth adjustment screw (a small, cross-haired screw on the middle head of the cassette recorder). This is factory set by Amstrad, but sometimes (especially after a long lifetime of playing many a Speccy game) it can move out of line. The proper angle for it to be is exactly parallel with the cassette tape, but as this is hard to view, it has to be done by ear.

The Spectrum 128K (not the +2 or +3) had a built in tape alignment system (and the +3 and +2A have it hidden deep inside them – see the Cracked! box). But the standard +2 doesn't have it. Anyway, the +2's case obscures the alignment screw (or at least it does on mine), so to adjust it, you'll need to drill a small hole roughly 1cm below the cassette window of the casing – ONLY DO THIS IF YOUR +2'S GUARANTEE HAS RUN OUT! This should give you access to the alignment screw while the tape is playing. Using a tiny jeweller's screwdriver (or similar), play a tape and turn the screw very slowly left or right until the sound you hear sounds clear and slightly tinny. Then, it should be roughly okay for loading in games. Cleaning the heads will work as well, but it is best to use a commercial head cleaning tape than trying the old emergency standby of alcohol and cotton buds! **Jr.**



ALL POINTS BULLETIN

Here's a new thing I'm going to phase in – if you have lost the manual for something, or if you never got one in the first place, let me know and I'll put out a general request in here – and hopefully some reader will be able to supply the goods.

- Thomas Leigh needs the instructions for the Zeus Assembler from Crystal Computing. His address is: 7 Hickling Walk, Peterborough, PE4 7DL.
- Neil Coombes would like an instruction manual for the 128k +2. You can contact him at: 26 Woodborough Rd, Radstock, Bath, Avon, BA3 3JE.

That's all for this month – so remember, if you need any kind of manual or booklet, let me know.

COOL IT-I'M ON THE CASE

Oh my god – it was awful. A large stack of strawberry yoghurts fell on top of me while I was unloading them from the truck! I had to eat my way out of the ensuing mess. It took me at least four hours – and the pavement of Bath is still covered in a slowly souring milky goo. I think I'll leave the fine art of share dealing to the experts – it's a lot less chaotic to be a detective. And I'm not left with hundreds of yoghurts to deal with after every case!

At the moment, I'm very low on funds – I've had to pay Captain Mahoney for the damage to his police car that skidding on a large pile of strawberry yoghurt can do. Not to mention how much it costs to clean up the streets of Bath – and the dry cleaning bill for a good Macintosh these days is atrocious. Oh well. Back to the grindstone. And remember – no job is too big or too small, as long as it doesn't involve yoghurts. Send all complaints, praise, conundrums, puzzlers and problems (but no yoghurt) to **Spec Tec Jr, Your Sinclair, 30 Monmouth Street, Bath BA1 2BW.** This is Spec Tec Jr signing off for another month.

NEW! Steve's Programmi

Yes, I'm back again in a sort of spooky way that may suggest that I am, in fact, totally new. However bizarre you may think I am, I've got a programming laundrette to run, and for the next few months there's a special offer on BASIC bedding for crap games with a tumble dry. Let's see if there are any tell-tale tide marks we can set Danny Baker on...

Well, seeing as the launderette has just opened, I've come up with a 'superb' BASIC game to be dissected by myself so you can pick up useful little techniques. Take them to heart (no, not Tony Hart!) and you might even write the next *Advanced Lawnmower Simulator* (except with a little gameplay on the side)! Yes, you are about to meet the Speccy's final Nintendo beater, *Pathetic Pablo Bros.* Almost sounds good, doesn't it?

Writing a game is a multi-cycle operation, so for the purposes of monthly assistance I've decided to chop it up into the fun bits, the less fun bits and the really horrible bits. Of course, it will help a lot if you can already prod around in BASIC, because if I had to go from the beginning it would run straight into my tea-break! Anyway, to keep your attention running, we'll start with the fun bits. By the way – don't change the line numbers or you'll get stuck next month.

First of all, the graphics. Okay, the prog's a bit dull, but the results are worth it! Type in and run this...

PABLO GRAPHICS

This is a little programette to munch all those lovely Pablo graphics into memory. The only thing of note is that USR "a" instruction hidden away in the code. Dabblers in BASIC will know that the USR command calls a machine-code routine and hence seems a bit out of place in a BASIC programming course. But fear not! USR "a" is a special function that points the Speccy at the start of the UDG (user-defined graphics) area in memory. You may be wondering why I don't use UDG "t" and "u" - that's because 128K Speccies don't have 'em. So now you know. By the way, if you want to see what the graphics look like after running the proglette, go to graphics mode (CAPS+9 on 48K Speccies) and mess around with the keys A to S. Aren't they simply wonderful? Please yourselves.

```
1 REM Electro Kangaroo by the Phantom
REM Messenger
2 REM Hello! Jon here. Sorry about that.
Steve has a habit of doing extremely silly
REM messages. He's a student, you see.
10 FOR n=USR "a" TO USR "s"+7
20 READ a:POKE n,a
30 NEXT n
40 SAVE "pablo.gfx" CODE USR
"a",152:STOP
50 DATA 15,48,67,132,154,126,230,218
60 DATA 224,128,80,168,190,97,1,1
70 DATA 162,168,160,216,64,32,24,7
80 DATA 1,1,34,92,84,8,48,192
90 DATA 5,5,5,4,3,4,4,7
100 DATA 64,64,64,96,176,8,8,248
110 DATA 5,5,12,4,14,17,17,31
120 DATA 64,64,192,88,236,2,2,254
130 DATA 7,1,10,21,125,134,128,128
140 DATA 240,12,194,33,89,126,103,91
150 DATA 128,128,68,58,42,16,12,3
160 DATA 5,21,5,27,2,4,24,224
170 DATA 2,2,2,6,13,16,16,31
180 DATA 160,160,160,32,192,32,32,224
190 DATA 2,2,3,26,55,64,64,127
200 DATA
160,160,48,32,112,136,136,248
210 DATA 128,128,128,255,8,8,8,255
220 DATA 195,129,129,0,0,0,0,0
230 DATA 8,8,28,28,62,62,127,127
```

You should now have a headache and a packet of Pablo graphics saved to tape or disk. If you play around with them, you will notice that Pablo is made up of six separate UDGs, and there is some slightly limited animation of his little pins going 10 to the dozen. If I'm lucky, there will be a teeny picture of him somewhere. Anyway, with a big sprite like this detection routines can be a bit hard, but this is overweighed by the fact that it doesn't look like one of those Game & Watch game!



It's Pablo. Erm, hurrah!

Right then, before I run out of suds I think I should give you something real to look at. Type this in and save it, as it will be useful as time goes on. When you run it, you will be faced with a pretty simple looking room and your little Pablo acting catatonic in a corner. No matter how much you prod the keyboard, he won't move! We'll deal with that next month. If you look at the listing, you'll see it's split into loads of long boxes. Join me for some explanatory wibble in these boxes if you get stuck. And then join me again at the end for a quick explanation about the ever so clever way I've encoded the level data.

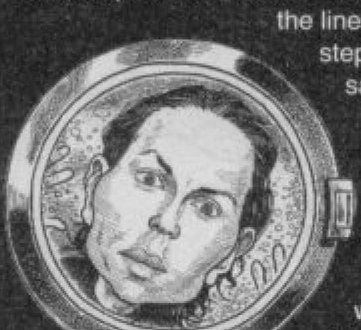
MAIN LOOP

As *Pablo* is quite stunningly well-structured, the main loop is only a couple of lines long. These lines calls all the subroutine modules which display the screen, update the sprites, move the characters and so on, then provided you haven't been killed, loops around for ever. This month we're just displaying the screen, but I thought you'd like to know anyway.

```
1 REM Dongled Wolverine by the
PRM!
90 GO SUB 1500
100 GO SUB 1000:GO SUB 250:GO
SUB 3000
240 STOP
```

PRINT LEVEL

This subroutine draws the screen for the level you're on, chucking in loads of spikes and platforms as required. Note the cunning mathematical formula employed to grab the data for the correct level: the data starts at line 7000 (because 6990+1*10=7000) and the lines go up in steps of ten. The same thing happens at the end of the routine which determines exactly where Pablo is going to appear on the screen, and in which direction he'll be facing.



```
250 INK 7:PAPER 2:RESTORE
6990+level*10:READ a$:PRINT
a$:REM Print platforms
260 INK 0:PAPER 6:READ a$:PRINT
a$:REM Print coins
263 INK 1:PAPER 7:READ a$:PRINT
a$:REM Print spikes
267 READ a$:PRINT a$:REM Print
special things
270 RESTORE 6998+level*10:READ
x,y,dir
280 RETURN
```

ing Launderette



STATS

This module prints the border around the main game screen - you know, the one that's filled with all the boring stuff like how many lives you've got, and what your pitifully low score actually is. Stuff like that. Note the incredibly clever use of block graphics (cos I ran out of UDGs!).

```
1000 REM Border build up
1020 BORDER 0:PAPER 7:INK 0:CLS
1030 PAPER 2:INK 7:PRINT AT
0,0;"{32 Graphic Qs}";AT 15,0;"{32
Graphic Qs}"
1040 FOR n=1 TO 14:PRINT AT
n,0;"{Graphic Q}";AT n,31;"{Graphic
Q}":NEXT n
1050 INK 2:PAPER 0:PRINT AT
12,31;"{Graphic R}";AT 13,31;" ";AT
14,31;" "
1060 INK 7:PRINT AT 16,0,,,,,,,,,,,,:REM
clears bottom of screen (very sneaky!)
1070 REM Stats printing
1080 PRINT AT 17,1;"{Graphic Shift
4,10 Graphic 3s,Graphic 7}";TAB
21;"{Graphic Shift 4,4 Graphic
3s,Graphic 7}";AT 18,1;"{Graphic Shift 5}
Pablos {Graphic 5}";TAB 21;"{Graphic
Shift 5}$ {Graphic 5}";AT
19,21;"{Graphic Shift 7,4 Graphic Shift
3s,Graphic Shift 2}";AT 20,17;"{Graphic
Shift 4,12 Graphic 3s,Graphic 7}";AT
21,17;"{Graphic Shift 5}Score: {Graphic
5}";#0;AT 0,1;"{Graphic Shift 7,10
Graphic Shift 3s,Graphic Shift 2}";TAB
17;"{Graphic Shift 7,12 Graphic Shift
3s,Graphic Shift 2}"
1090 REM Display lives
1100 FOR n=19 TO 21:PRINT AT
n,1;"{Graphic Shift 5}";TAB 12;"{Graphic
5}":NEXT n
1110 FOR n=2 TO lives*2 STEP 2
1120 PRINT AT 20,n;"{Graphic
A,Graphic B}";AT 21,n;"{Graphic
C,Graphic D}
1130 NEXT n
1140 REM Display others
1150 PRINT INK 7;PAPER 0;AT
21,25;score;AT 18,23;coins
1160 RETURN
```

THE INITIAL VARIABLES

Here's where we define the variables and start the ball rolling. Pablo begins on Level One, with no score or coins, five lives and a state of complete non-jumpiness. Later on we'll add a load more exciting variable names, but for the moment just be thankful for what you've got.

```
1500 LET jump=0:LET level=1:LET
score=0:LET coins=0:LET lives=5
1510 RETURN
```

ERASE PABLO

This routine erases our friend Pablo from the screen. Basically.

```
2000 PRINT INK 0;PAPER 7;AT y,x;"
";AT y+1,x;" ";AT y+2,x;" ":RETURN
```

PRINT PABLO

This is the most complicated bit of this month's instalment. It prints Pablo on the screen, taking into account his x and y position, and the direction in which he's facing. Note that the bit about IF x/2=INT (x/2) - this uses the Speccy's integer function (which returns a whole number, eg INT 4.5=4) to add a bit of animation to our Pablo Brother. At every second position, we'll print his legs open as opposed to closed. And bingo! He should appear to walk across the screen, instead of just spookily gliding around the place. That's the theory, anyway.

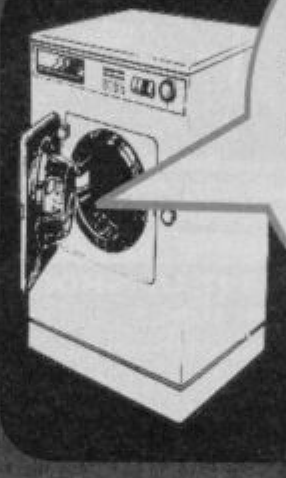


```
3000 IF dir=-1 THEN GO TO 3100
3010 PRINT INK 0;PAPER 7;AT
y,x;"{Graphic A,Graphic B}";AT
y,x+1;"{Graphic C,Graphic D}";AT
y+2,x;:IF x/2=INT (x/2) THEN PRINT INK
0;PAPER 7;"{Graphic G,Graphic
H}":RETURN
3020 PRINT INK 0;PAPER 7;"{Graphic
E,Graphic F}":RETURN
3100 PRINT INK 0;PAPER 7;AT
y,x;"{Graphic I,Graphic J}";AT
y+1,x;"{Graphic K,Graphic L}";AT
y+2,x;:IF x/2=INT (x/2) THEN PRINT INK
0;PAPER 7;"{Graphic O,Graphic
P}":RETURN
3110 PRINT INK 0;PAPER 7;"{Graphic
M,Graphic N}":RETURN
```

LEVEL DATA

Have a look in the back of your manual for a full explanation about PRINT AT codes, but basically all those CHR$ 22s and things tell the Speccy to print the succeeding characters at certain points on the screen. Another labour-saving programming device there! Line 7006, the blank bit o' data is used as an end-of-level marker, and the next line bungs Pablo at position 1,1 facing right. In the game, we just RESTORE to the right level.

```
7000 DATA CHR$ 22+CHR$ 4+CHR$
1+"{26 Graphic Qs}"+CHR$ 22+CHR$
8+CHR$ 4+"{27 Graphic Qs}"+CHR$
22+CHR$ 12+CHR$ 1+"{4 Graphic
Qs}"+CHR$ 22+CHR$ 13+CHR$ 5+"{4
Graphic Qs}"+CHR$ 22+CHR$
14+CHR$ 9+"{4 Graphic Qs}"
7002 DATA CHR$ 22+CHR$ 2+CHR$
30+CHR$ 127+CHR$ 22+CHR$
11+CHR$ 1+CHR$ 127:REM CHR$
127=copyright sign
7004 DATA CHR$ 22+CHR$ 15+CHR$
21+"{Graphic S}"
7006 DATA ""
7008 DATA 1,1,1
```



Shriek! We seem to have run out of stale odours to remove. Join me, Mid Glamorgan's answer to Dot Cotton, next month when we'll explore controls and a bit of detection, and you'll be able to see Pablo wander aimlessly around a screen. Sounds too good to be true!

PUBLIC HOUSE

After a break last month to make room for the *Soundtracker* instructions, Public House returns with a vengeance. And a couple of demos. But no Brit special. Hee hee hee!

Look, it's not my fault. Okay, a couple of Brit PD libraries have sent in lists of programs, but to date only one has actually sent a sample tape. Tsk. Erm... so I guess I'll have to dive back to my pile of PD from across the waters. (Sounds of someone diving back into his pile of PD from across the waters.) A-ha! A couple of demos from The Mad Guys and Pentagram, plus a new group called SSC. They'll do nicely.

By the way, you'll notice I'm now giving demos a certificate rating as well as a score. If the demo contains bad language or objectionable sentiments, I'll give it a 'Naughty' rating. Better safe than sorry, eh?

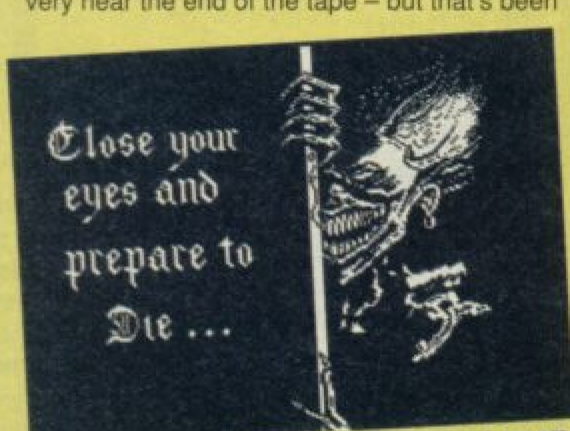
The Bateria 128K

by SSC
Rather naughty

It's enough to make you seethe with jealousy. About three-quarters of the way through the mindbogglingly long scrolly that features in this demo, the author casually admits it's his first all machine-code program. Talented swine. (Ahem.) *Bateria* (good name, eh? Is it some highly obscure foreign word? Did they mean to write *Bacteria*? Hours of fun!) is a three-part demo, the first part of which is a tidy intro, and the last part of which is a load of programming credits. The interesting bit is Part Two – a large sine-wave scrolly wibbling above a graphic of a stereo tape deck. But this tape deck is more than just a pretty picture. (Dramatic, eh?) By using a couple of control keys you can fast-forward and rewind through the various music tracks available. Ha ha! (Please yourselves.)

The songs are all a bit poor. Except for one very near the end of the tape – but that's been ripped from a game, so we'll gloss over it. (Hem hem.) All in all, a very competent piece of coding, but a rather boring demo.

40%



Nonono, that won't do at all. 'Close your eyes and prepare to have a quiet sit-down with a good book and perhaps a nice squashy cream bun.' That's much better.

TOTAL PD GIVES IT UP SHOCK!

Yup, Steve 'Launderette' Anderson, the chap behind **Total PD** has passed the whole caboodle over to the well-established Brit library **Prism PD**. Send a sae to **13 Rodney Close, Bilton, Rugby CV22 7HJ** for details.

Madness Remix

by X-Terminator of The Mad Guys
Slightly naughty

With nary a Nutty Boy in sight, this is a rather sweet and unpretentious four-part demo. It's another celebration-of-the-scrolly demo. Part One has a smooth bitty message sliding along while a single line jumps up and down enthusiastically in time to the music. Part Two is a neatly-presented greetings section, with lurching-out-of-the-ground text and a very nice fill-in-the-logo-drawing effect. *(Don't baffle us with all these technical terms. Ed)* Part Three has three single-height scrollies (a bit like *Pokerama*, actually) with some flashing lights and whizzy colour bars, while Part Four has a pseudo-3D scrolling chessboard effect that's pretty eye-wrecking. It also has a completely horrible scrolly – the thing's been written in pidgin English with phrases like 'put yer eyez on da rite-hand site of de zkreen.' Ugh. My third complaint is the loader – it even pulls the old 'R Tape loading error' gag. How quaint. But! I like it.

72%



Who teaches these people English, eh? Do they do this 'retoreecal' business deliberately? Is it some kind of cruel joke? Or is X-Terminator just having a private joke? Programmers, eh? I diskard them uterly.

Grafix Bank One

by Vision of The Mad Guys
Not at all naughty

Oh dear. Well, I guess it had to happen sometime: a poor demo. *Grafix Bank One* is a collection of eight graphic screens, with a music track and a bouncy scroll. Erm, and that's it. Oh! Actually, there are only seven graphic screens (the eighth wouldn't fit in memory). And the music is incredibly repetitive, and the scrolly message really doesn't go anywhere. Overall, about as entertaining as tying a bit of string to a stick, then bouncing the stick up and down in an entirely unentertaining sort of way.

15%



There are two ways of looking at this picture. One, this is a very scary robot who's about to shoot you. Two, it's a very scary robot with incredibly big yellow teeth.

Eel

by BZYK of Pentagram
Highly un-naughty

The original *Soundtracker* demo (apparently programmer BZYK released this demo at the same time as his music prog), this is a collection of songs with a surprisingly lively front end. There are five songs, each with a different(ish) graphic demo. Lots of pulsing keyboards and sine-wave scrollies cleverly laid over music staves are the order of the day, along with a nice soup and some crackers, although these culinary items are not integrated with the demo. *(Oh dear. Ed)* Mindlessly pleasant – following the wibbly scrolly is a bit like watching those strange goldfish videos.

50%



At the top of the screen you can see BZYK's mini Spot the Mountain Range game. Hmmm. The middle one's obviously the Rockies. Or possibly a raging tsunami.

NEXT MONTH!

I refuse to mention a Brit special at all. (Damn.) Look, if the stuff turns up, I'll review it. If it doesn't, I can't. So, PD folks, it's up to you. Whatever happens, I'll see you next time with some more wibble about the reasonably wonderful world of Speccy public domain software. Happy trails!

HAYLP!



It's a busy season for Hutch at the moment, so he's left Linda to deal with your probs all by herself. Let's see how she gets on...

UNINTENTIONALLY EMBARRASSING

Last Easter I went on a school holiday and made lots of new friends. When I saw them again at school they were all just as friendly as before. Although I didn't realise it at the time, one of them started hating me more and more. I was naive at the time and unintentionally embarrassing him in front of his classmates. As soon as I knew how annoyed he was, I stopped.

Now if I even walk past him he will make offensive gestures with his hands. He is avoiding me completely and I feel that my only chance is a friend who knows him well. I was previously told by this same friend to wait a month or so for him to cool down. I did this and he still won't talk to me.

I am very frustrated as I cannot even speak to him to apologise. I have never fallen out with anybody this badly before – and I don't want to start now. Haylp!

A YS fan

I think you're being far too nice about this very horrible business. Some people just aren't very nice, and this bloke sounds like one of them. You're obviously a good person with plenty of friends. You noticed that this bloke was embarrassed by your presence and so you left him alone showing unselfishness and a regard for his feelings.

You've shown qualities that this other bloke doesn't possess. You have done absolutely nothing wrong and I know it's horrible falling out with people but I think your best bet is to forget about him. In time he might decide that it's okay to talk to you. That'll be his gain and, 'til that day, you're not losing anything.

Linda

GIRLS GIRLS GIRLS!

Like 99.9% of the people who write to this page, I have a problem with the female sex.

You see, I have recently met (for want of a better word) this girl (let's call her Tanya, as that is her name) whom I fancy. Although I have tried to open up a conversation with her by making funny comments, I get nothing in response. Women just don't seem to talk to me. The most a got from Tanya was a smile, and that was when I made a serious statement!

I have never had many friends of either sex, let alone a girlfriend. The problem is that I am not what you would call handsome; in fact, Quasimodo is better looking than I (and that is no joke). I am also shy, but is this any excuse for having no good friends of the female variety? How does somebody with my problems go about chatting up a nubile young wench. Please, please, please can you help me? I see other such sad specimens of the human race as myself with gorgeous girls all the time. How do they do it?

A Rolling Stones fan with bigger lips than Mick Jagger

Please help. When I left primary school I went on to an all boys' one. I am now in the fifth form and I don't have a girlfriend – in fact, I've hardly spoken to a girl since I joined the school. I have no self-confidence at all. I get really embarrassed when walking past a group of people, especially girls. Girls never take any notice of me. Maybe it's because I'm not very good looking. Well, maybe I look okay. As you can probably tell, I'm very confused.

I do know one girl, I've known her since we were three because our parents go on holiday to the same place. After the easter hols we agreed to write to one another, but she only wrote two letters and I wrote ten. I really like her and I'd like to ask her out, but I think I came on too strong in my letters as I haven't heard from her in months. What should I do?

A YS fan
Belfast

There were about six letters just like these two this month, I've picked these two so we can maybe get this subject over with – at least for a while! Here are a few points to bear in mind...

1. Girls are not monsters. In fact, like spiders, they are just as scared of you as you are of them. They're just better at hiding it.

2. A girl in the street is not a nubile young wench, and if she heard you call her that she'd probably give you a well-deserved slap.

3. Most girls do not, despite the posters on their walls, fall for six foot blonds with jaws of steel. Personality is important. What girl in her right mind would want a vain, small-minded and boastful kind of chap for a boyfriend – even if he was an Adonis?

4. I don't know how many times I have to make the following point, but here it is again... JUST BE YOURSELF. Girls can see through most fakes at 500 yards. Some of them get through, but rest assured they don't last very long after that.

5. Love yourself. If you don't think you're a fun kind of guy to be around then how can you expect anybody else to. If you're bored by your own company then do something about it cos other people are going to get twice as bored twice as quickly. You're an important person and one day other people will realise it. It takes time, but it'll happen.

Linda

COURAGE

About eight weeks ago, I asked a girl out called Diane. It had taken me about a month to work out the courage to ask her out so you can imagine my relief when she said yes. I thought everything was fine, but the next day she chucked me for apparently no reason. I was really upset.

The problem is that I still fancy her, even though she's now going out with my mate. The other day, her best friend came up to me and told me that Diane really regrets chucking me and thinks she would go out with me again. But my friend really cares about her, and I think she does about him. I don't know what to do because if I asked her out now I've been told that she'll say yes.

But I really don't want to lose or upset my friend.

Please print this because I desperately need some advice.

Andy
Blackpool

Now either this Diane is very confused, or she's a bit of a meanie. Either way, what's to stop her saying yes if you ask her out again, only to drop you the next day? I think you should trust your own judgement on this one. You sound like you're fully aware of your responsiblities. If you think that both your best friend and Diane are happy, then leave them to it. If not, well, just do what you think's best.

Linda

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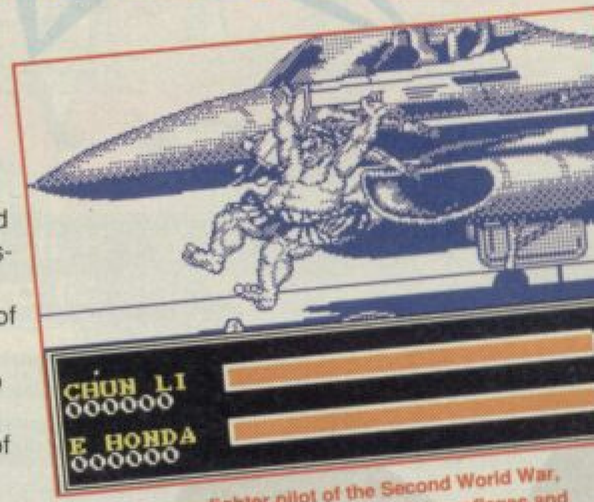
Whatever the problem, it always helps to tell somebody about it. Write to the Ed, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

STREET FIGHTER 2

US Gold
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They say *Street Fighter 2* is tough. Well, if you take a piece of tough leather and soak it in vinegar for three weeks, then beat it vigorously against an iron fence and lay it in a busy street for a day and a night, you're probably JON PILLAR, who's just gullible enough to do this preview for us while we knock off for a bag of chips.





Honda, famous fighter pilot of the Second World War, demonstrated once more his tremendous reflexes and powerful ejector seat. (Technology is a wonderful thing.)



Honda celebrates his victory over Chun-Li in the time-honoured wave-your-arms-about-a-bit fashion. Mind you, it was a foregone conclusion: Chun-Li was tied hand and foot after all. Tch.

Hello nature lovers everywhere! I've been given the job of previewing Gardensoft's new game, *Advanced Lawnmower Simulator Featuring W Scribo*, and a demo copy's just loading now. (Quite a long pause.) Well. It seems today's my day for surprises, doesn't it? (Shuffles badly disguised *Street Fighter 2* preview notes carefully prepared by Linda before leaving for a bag of chips.) O-kay. (Cough.) Here we go then.



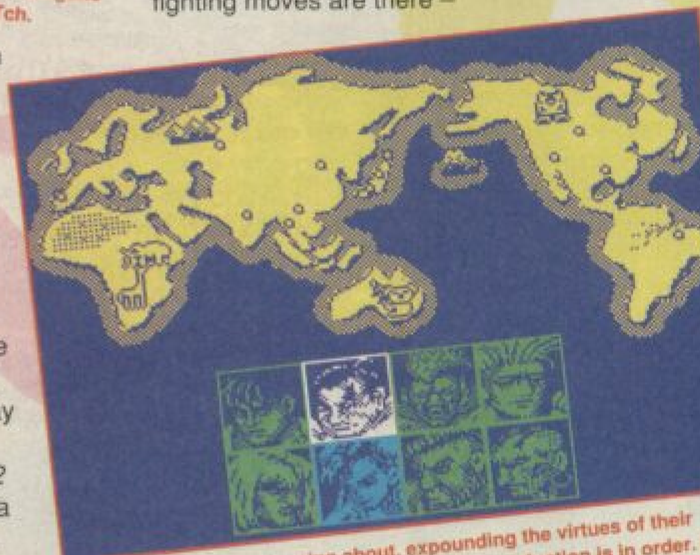
Street Fighter 2, as those wastrels among you will know, is currently the number one arcade game in the country. An amazingly violent beat-'em-up, it features twelve fighters, thirty-six fighting moves and more secret modes than you could shake a jolly mouse at. And – spook! – the world-famous-especially-in-Birmingham US Gold are grabbing it by the scruff of the neck and bringing their not inconsiderable weight to bear attempting to cram it all into the 128K Speccy. (Sorry 48Kers – go and have a couple of games of *IK+* to settle your nerves.)

We've seen it – and it works!

We've got hold of a top-secret playable demo of 'the coin-op conversion they said (rather foolishly considering the number of times they've said it before and the number of times they've been proven wrong, by *Midnight Resistance* for example) couldn't be done,' which allows you to play Honda (a very tough man) or Chun-Li (a very tough woman). As you can see from the deliciously monochrome screenshots, we are talking big graphics. No, hang on, BIG GRAPHICS. That's better. Not only are they BIG, they're fast. No, hang on, fffffffffffffffast. And (after taking advice from several coin-op fans) it seems all the fighting moves are there – including the bizarre ones (such as Honda's extending arm or Chun-Li's spinning horizontal dive). So we could well be set for the best ever beat-'em-up to appear on the Speccy – if the playability can match the presentation.



Obviously there's a long way to go before the game's finished (they've got to put in the other fighters and loads of background graphics for a start), but a quick whizz around this demo version provides a fair bit o' fun. The Speccy doesn't mess around and goes straight for the throat (or the stomach, or whatever other soft fleshy bits you've not had the sense to guard). As usual, the two-player mode looks the best of all, and if you've got a couple of *Street Fighter 2* experts, it gets very jolly indeed. (Apparently most, if not all of the secrety bits will appear in the Speccy version.) It shows promise, as they say. We await the finished game with Impatience, a small terrier found wandering the streets of Bath. Remember folks, a dog is not just for Christmas. *(Hello! Anyone fancy a chip? Ed)*



Fans will no doubt be leaping about, expounding the virtues of their favourite fighter. For the rest of us, a formal introduction is in order. Meet Bill, Damien, Tim, Tom, Jim, Bobby-Jo, Eric and Smallweather.

An Extremely Silly Interview

Hello, and welcome to the Mistaking Two Wandering Minstrels For The Programmers Of *Street Fighter 2* interview. So, are you two chaps the programmers of *Street Fighter 2*?
No, we're a pair of wandering minstrels.
B-bye.

Meet the man who knows everything

Not being avid arcade players, we in the Shed had to enlist outside help with this preview. Enter The Man Who Knows Everything (And Plays A Mean Game Of Cricket To Boot).
Hello, The.
Hello. Spencer Percival was the only British Prime Minister to be assassinated.
Quite so. *Street Fighter 2* – why's it so good?
Well, the thing is, the arcade version isn't that impressive. It's basically just another beat-'em-up. But when you see it on a console or a home computer, it looks incredibly impressive because they're really pushing the machine.
Oh dear. So the game's a bit duff then?
Nononono. It's an incredibly playable game – what with all those moves, all those opponents and everything.
Phew, that's a relief. What you're saying, then, is that it's a pretty good arcade game, but a massively impressive computer game?
Yup.
Well, that's nice to know. Thank you, The Man Who Knows Everything. By the way, at what latitude and longitude is the town of Nukualofoa found?
21°09S 175°14W.
Darn.

FAX BOX

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Real Game	*Street Fighter 2*
Publisher	US Gold
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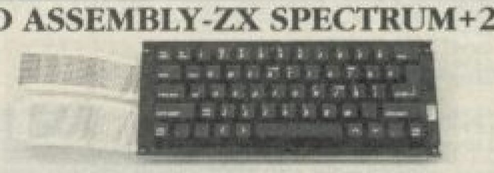
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FAREWELL, MY ALBUMEN

As a companion piece to the Dizzy special, we present an exciting tale of mystery, murder and highly unconvincing facial appliances. Take your seats for the YS Short Story!

Chapter One

The knock on the door of Tracy Emolument's office woke the famous private investigator from her afternoon nap. As she leapt into a standing position, the door flew open and a man disguised as a fly poster strode in. Taking the only available chair, he returned a few moments later and sat provocatively on the edge of Tracy's desk. 'Ms Emolument?' he breathed huskily. Tracy nodded and handed him a lozenge which he swallowed in one gulp and three peculiar digestive noises. 'My name,' he continued, ripping away the poster to reveal the handsomely-chiselled, statuesque features of Michelangelo's David, 'is J Harlan Taploin, and I've a missing person I'd like you to find.'

He spoke with an irritating calm, and although Tracy tried brushing his hair the wrong way, the mysterious client remained unruffled. 'Who's the missing person?' asked the detective, swinging her legs onto the desk and falling over. Taploin regarded her with amusement, then pulled off the marble disguise, pulled on a pair of Groucho glasses and pulled out a picture of an egg. 'His name's Dizzy,' he explained. 'He's a repulsive oik with no imagination who gets people hooked on his games. Allegedly.'



Tracy took the picture and studied it closely. 'He's tried to change his image recently,' continued Taploin, knitting a sweater. 'But you can tell it's him nonetheless.' Tracy's eyes narrowed. 'So why do you want to find him?' she asked, hitting herself on the side of the head until Taploin swam back into focus. The shadowy client had dispensed with the Groucho glasses and was now squatting inside a large box labelled 'Cognito.'

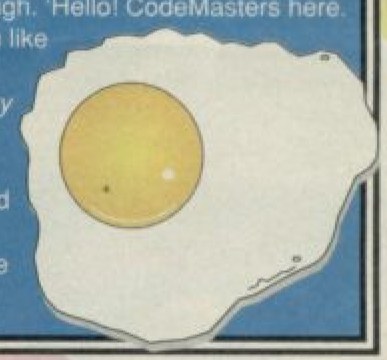


'I've become known as Dizzy's chief opponent,' Taploin answered, rather muffled. 'Obviously, now he's disappeared, I'm the number one suspect. But I'm innocent! And I want you to clear my sullied name.'

'An interesting story,' murmured Tracy. 'But I'm afraid it doesn't quite ring true.' She tapped it with a fork to demonstrate, and sure enough it warbled unpleasantly. 'You see, they pulled a broken egg out of the river this morning. His head had been smashed in and a damp piece of bread thrust inside. You obviously came here to put me off the scent, but I'm afraid the game's up *Mr Pillar*!' Twitching his disguise away, Tracy struck the errant staff writer with a postcard collection depicting old musical films. 'Curses! Follied again,' he groaned miserably, and slumped untidily to the floor.

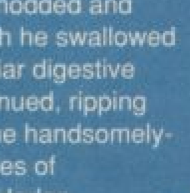
Chapter Two

Seymour was washing his hands when the call came through. 'Hello! CodeMasters here. How would you like to star in our remake of *Dizzy 8*?' He put aside his blunted axe and smiled. (To be continued in the law courts)



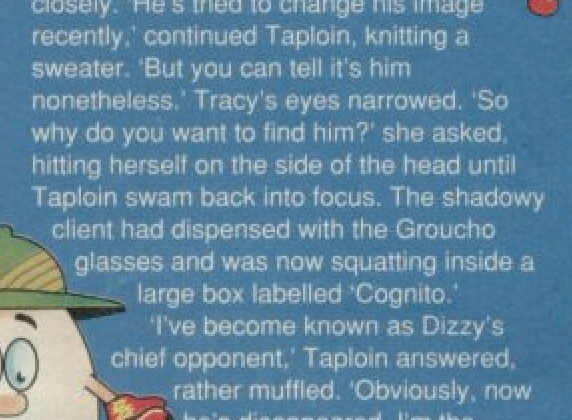
ALL-AMERICAN BASKETBALL

Zeppelin/£3.99
☎ 0913 857755

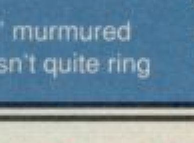


Speccy basketball games have been a bit thin on the ground. There was one from Imagine (*World Series Basketball*, or something), one from Ariolasoft (*One-on-One*) and, of course, Dinamic's spanky *Basket Master*. Now, chugging in to join the (very small) pack, is Zeppelin's *All-American Basketball*. Hurrah! Or is it? (How do we know? We haven't seen the game yet. Stop asking such silly questions. Honestly.)

In the tradition of footy games everywhere, *AAB* (as we call it in a trendy acronym sort of way) features details of real teams, so you can emulate your hoop hero and do clever basketbally things. *(Someone could do with brushing up on their sporting terms. Ed)* Boasting play by American rules and a clamber-up-the-ladder-of-success tournament option, *AAB* also has a two-player mode and (and! And!) a dinky referee who toddles around the pitch *(Court. Ed)* dispensing swift sporting justice.



Jerry strode purposefully towards the basket. The others stood back in anticipation, Jerry was a real champ.



The game itself is (as far as we can tell) a run-along-a-bit-then-press-fire-to-lob-the-ball-to-another-player affair with the Speccy taking control of the rest of the team. *(Your powers of description are commendable. Ed)* To add a crafty bit of variety, there are also strategy lineups when the ball goes out of play. Phew, eh? We'll be putting on our immense floppy shorts and running around with *All-American Basketball* next month. (Well, I think that went off rather well. Do you think they spotted I've never played basketball in my life?) *(Oh, no. Hassled Ed)*



Jerry had completely lost control. His last attempt to handle the ball had been rebuffed by the referee. A sad end for all concerned really.



Jerry knocked the ball over to a team mate and chuckled with delight at his cleverness.

FAX BOX

Game	*All-American Basketball*
Publisher	Zeppelin
Price	£3.99
Programmer	I expect so
Release Date	November
Research	No

WIN! WIN! WIN!

A JVC GHETTO BLASTER AND TEN GOODY BAGS

It's true! The Codies are so chuffed with Dizzy's latest adventure that they've gone completely overboard and offered us oodles of prizes. If you turn back a few pages you'll find a review of *Crystal Kingdom Dizzy*. You'll find everything you need to know there.

Now as for these prizes, we've already got a nice wireless in the Shed, and we can get all the goodies we want. So, after a brief think over the coffee and chocolate Hob Nobs, we thought you might like these goodies. If we had them in the Shed they'd only distract people and we don't want loads of people from other mags coming into our Shed and playing with our goodies!



A ghetoo blaster

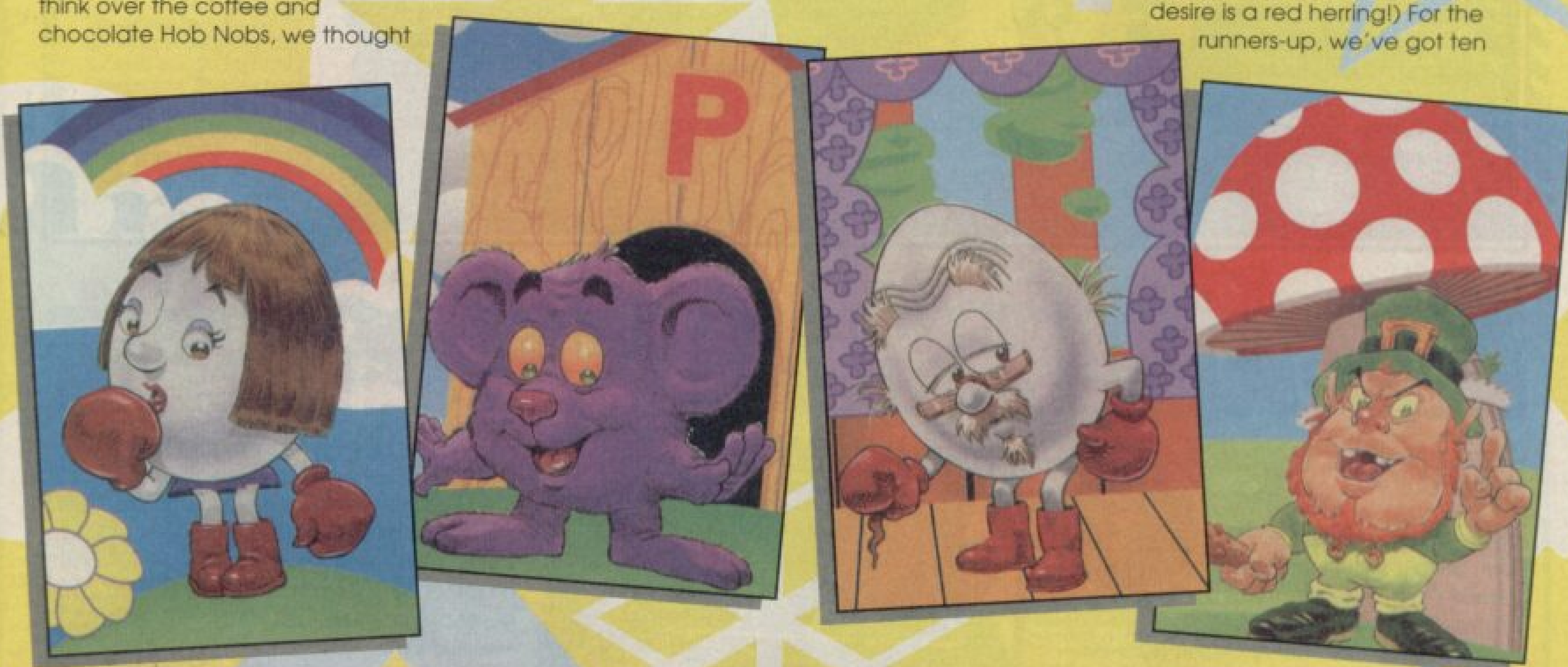


A clothes horse

Yes Please!

What we've got is a nice big tape recorder, a clothes horse and radio for the luckiest person out there. (One of these objects of desire is a red herring!) For the runners-up, we've got ten bags full of Codies stuff, one for the big winner and one each for nine other lucky peeps.

These bags are really special! We're going to absolutely pack them with goodies – Mini Eggs, pickled eggs, preserved eggs, curried eggs, poached... *(No we're not Ed)* Oh okay, not curried eggs. But you will get a well smart Dizzy clock, mug and T-shirt, and some pickled eggs. (Maybe.)



Let me at it!

Just look at all those Dizzy characters. Do you recognise them? If you do, you could be in with a chance. Simply write the correct name next to the corresponding number and post your entry. Make sure it's here by the 5th of December 1992 and you've followed all the rules, put a stamp on it and send it off to *"If Dizzy's Head Is Spinning, What Are His Legs Doing?"* Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Good luck!

RULES

- We've got a couple of highly-trained sniffer eggs that can smell a Future Publishing or CodeMasters employee with their noses blocked. So keep away from our compo, you employees!
- The closing date is the 15th of December. All entries received after that date will be ceremoniously soaked in pickled egg liquid.
- Anybody caught sending in multiple entries (ie – more than one) will never be allowed to enter a YS compo ever again.
- Linda can eat more curried eggs in one sitting than anybody else – so her word is final.

To: *"If Dizzy's Head Is Spinning, What Are His Legs Doing,"* Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL

Number One is .... **Number Two is** ....

Number Three is .... **Number Four is** ....

From: ....

....

....

.... **Postcode** ....

REPLAY

Yo ho ho and a bottle of rum! Not that pirates have anything to do with Replay this month of course. But we're like that.

Compilation

SUPER ALL-STARS

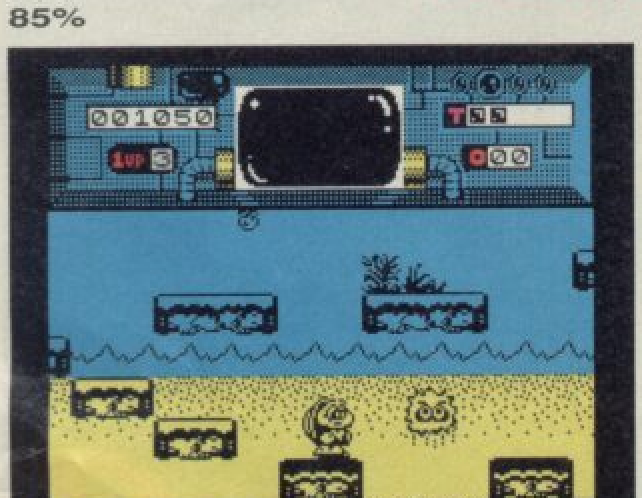
CodeMasters/£12.99 cassette
☎ 0926 814132

The funny thing with... no. In all my years as a top journalist I have never... oh look, just how do you introduce a compilation? You know how much it costs and who publishes it (it says above), and you know whats on it (see below). And then I sum up whether it's worth getting at the end. It's just all so predictable...

Turbo the Tortoise

With a "94% Your Sinclair" sticker proudly glued on under its title, you can probably guess that we quite liked *Turbo* when it first came out. Six time zones lie ahead for our amphibious hero to battle through in a (kind of) *Super Mario Land* sort of way, in other words by jumping from platforms, squashing baddies and collecting collectables. The gameplay really is that simple – simple, predictable and probably programmed in about a week. And, judging by my I'll-definitely-get-past-level-three-next-time experiences, (which just goes to show that to review these things I don't just look at the box and read a previous review – er, oops) it's also addictive as hell.

85%



Trebor the Tortoise, eh? So he must be responsible for all those lovely sweets I enjoyed as a youngster. Old people were respected back then, you know. (There there. Have some medication. Ed)

Captain Dynamo

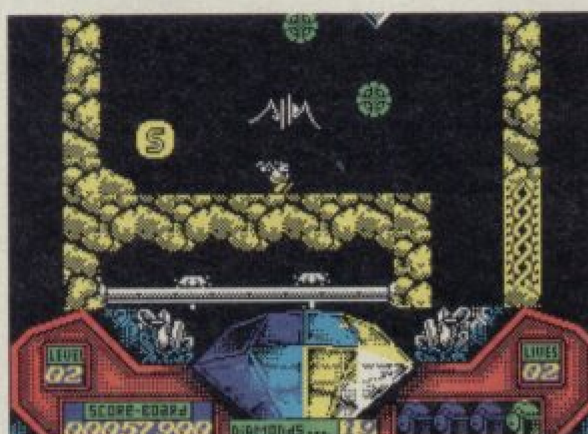
There's a lot more to playing *Captain Dynamo* than making your way upwards, collecting the diamonds and surviving long enough to reach the end of the level (as Jon pointed out in his review). It's about skill, it's about timing, it's about having a good sense of balance. It's about reaching an obstacle, say a rotating blade, and due to a lack of skill, a bad sense of timing, and no sense of balance, dying. And then you know what to do next time or, more likely, what not to do.

The game is based entirely around this concept, with lots of obstacles (spikes, moving enemies, water) and lots of things to help (moving hooks, booster pads and apparently secret levels). The graphics are a bit tiddly, and far too slow, but otherwise *Cap D* is a great little game.

83%



Well, it's your basic elephant carrying an umbrella shot, isn't it? So let's have a short story instead. Eric was alone in the old dark house, waiting for the others to come back from the library. He sat in front of the roaring fire and read his book, mindful of every little creak and squeak from the locked room upstairs. Suddenly he moved to Kent. The End.



Didn't Spangles have big 'S's on them? I used to like Spangles. They were ever so fizzy in your mouth. Or were those Refreshers? (There there. Have some cocoa Ed)

CJ in the USA

The main problem with this game is that it is almost identical to its predecessor, meaning that not only has it inherited exactly the same gameplay, but also all the same problems. Number one fault is the horrible jerky scrolling which tends to make your eyes go a bit funny, and number two is the unconvincing inertia conveyed by your character, a problem common to many platform games. I mean, just look at what they were doing with the Magic Knight series and *Rick Dangerous* years ago. Besides this, *CJ in the USA* is a still a fun little outing, if rather obvious budget material.

74%

Magicland Dizzy

It has to be said, they are really all the same, aren't they? And, just while we're on the subject, you have to admit that there were better games than the *Dizzy* series years ago on the Speccy, even on budget. And there hasn't even been much of a notable improvement or hint of new inspiration over the series. Yet, well, who cares? Everybody (else) loves the little egg, in which case let's just say that *Dizzy 4* is absolutely brilliant as well. The puzzles may be obvious, the graphics basic and the sound crap. But this is a Dizzy game, you knew that, and you love them. So here's another one.

77%



But luckily Dizzy had his water wings and everything was okay. (The original version of this caption has been censored. Ed)

Steg

Linda's reviewed this one over on page 15. Y'see, it's being released as a single game and as part of a compilation. She reckons it's a Megagame, so that bumps up the score a bit.

As to whether or not I reckon you should buy this compilation, well why not?" **Rich**



84%

A trio of tasty tapes for the youngster in your life!

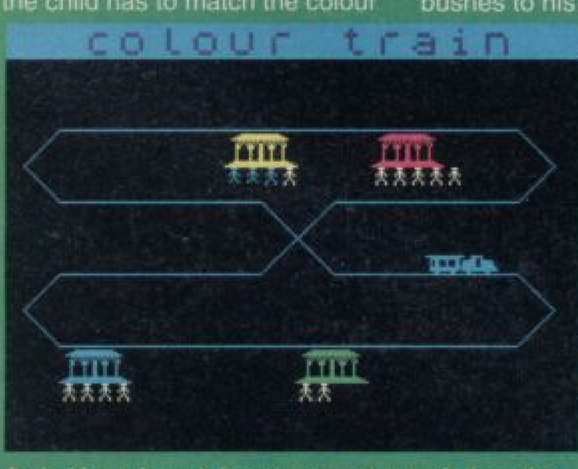
Fun School 2

The Hit Squad/£3.99 each cassette only
☎ 061 832 6633

There are eight programs on each *Fun School* tape. They're all written in BASIC and are easy to follow. All are specially designed to help children understand colours, shapes, numbers and letters. What's more, all the programs have been playtested by children both at school and at home. You can be sure that any child is not only having fun and learning how to use a computer – they are also developing, or polishing, useful skills.

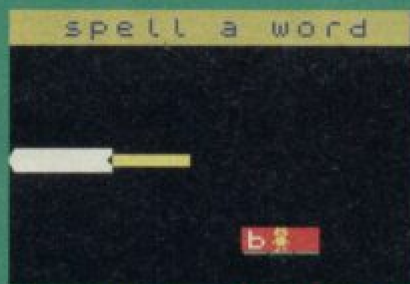
For the Under-6s

Shape Snap – Simply press the space bar if the shapes are identical, or any other key if they're not. The shapes are bright and colourful making the whole exercise more like a game than actually learning.
Find the Mole – A fun number game. The sweet little mole is hiding behind one of the five molehills on screen. Any child will have fun making him pop up.
Teddy Count – Little teddies, nicely drawn, march around the screen and then stand in line. Simply count them. As with all the games in the *Fun School* series, if an answer is correct the reward is a little fanfare.
Write a Letter – Using the teddy bear cursor, the child can tap in whatever they want. Parents or teachers can then check it, or even print it out. The child can do nothing wrong on this one as there are no rules. As it's up to somebody else to check any mistakes, this program offers the chance for some interaction.
Colour Train – An exercise in colour. The train changes colour as it goes around the track and the child has to match the colour of the train with the colour of the station and press stop when the train passes the station of the same colour.



As the blue train made its torturous way towards them, the blue people hoped and prayed that they'd all fit on together. They hated being split up.

Pick a Letter – This is a more difficult version of *Shape Snap*. Using four keys, the idea is to find the match for the letter at the bottom of the screen from the rows of letters at the top of the screen. Using the keys, the little teddy is moved onto the matching letter and then carries it to the



Good old Teddy! Thanks to his valuable clue and the picture just above, we'll have this word spelt in no time at all. It's obviously 'bop'. *(You're in detention. Jon)*

bottom of the screen.
Spell a Word – The objects are simple enough for the age range and, as with all the other programs, success brings a sense of achievement.



If you go down to the woods today, you're in for a big surprise. If you go down to the woods tday, you'd better go in disguise. Why? Cos the teddy bears are having a picnic!

Teddy Bears' Picnic – Using the keys, the child has to guide little teddy through the trees and bushes to his picnic rug at the bottom of the screen. The keys used are Z, X, K and M, but it might be a good idea to draw arrows on stickers and place them over the keys.

For 6-8 year olds

Number Train – A more difficult variation on the train game mentioned above. As well as matching up colours, the idea here is to work out how many people are on the train by working out the additions and subtractions that the computer



It's a strange shopping list, this one. Especially the singular shoe lace. In fact, it's misleading - you can only buy shoe laces in pairs. Actually.

displays on screen.
Shopping – A shopping list appears on screen, followed by a row of shops. The child has to go through the list, guiding the frog into the shop that sells the necessary item. This is an exercise that can easily be carried on outside with real lists and shops.
Maths Maze – Here, the child has to guide the frog through the maze until the robot guards are reached. The guards then set a maths problem which has to be answered in order to continue.
Treasure Hunt – As an introduction to co-ordinates, this is a very helpful program. The child has to guess in which square the treasure is hidden. The computer helps with clues of the hot, cold, very hot variety.
Bounce – Now I found this exercise in angles quite difficult. The idea is to shoot a ball so that it bounces off at certain angles and hits an apple. It's the same principle that guides a snooker ball off the cushions, and it's terribly tricky!
Packing – The frog has to be guided onto certain shapes, pick them up and pack them into a central shape. Make sure that the child places them just right, if the shapes are just a little off-centre then the computer will insist they're wrong when they are in fact right.



Well it's not carryt, or carret, or even carrst. Maybe it's carrat. No, no, no - I know! It's one of them long orange things - a carob! No, a carrot! Hurrah!

Caterpillar – It's hangman! If the word is guessed within the letter limit, the caterpillar gets a nibble.
Number Jump – This program works as a multiplication aid. The frog has to reach the other side of the screen by jumping on certain lily pads. If, for example, the multiple is two the frog cannot jump on odd numbers. It's challenging and, like all the programs, perfect for the target age group.

For the Over-8s

Build a Bridge – A shape fitting exercise which makes you think.
Passage of Guardians – This is more my line - anagrams. I understand words. Parents or teachers can even add their own anagrams.
Unicorn – A logical maze game that will tax those brain cells.
Logic Doors – Oh dear, this is where it starts getting difficult. When it comes to maths and logic I am a complete dunce. This is a complicated game and I hope the over-8s are more logical than me.
Souvenirs – Easier maths here. A good intro to foreign currencies.
Code Boxes – This one seems to have something to do with binary number systems. Agh! Why wasn't I taught these things.
Mystery Machine – This is like one of those IQ tests where you have to work out sequences to get passwords. Erm, I think I'd better go and enrol in some evening classes. Sob!

The *Fun School* series is well worth looking into. In fact, it's very nearly a Megagame. Unfortunately, being BASIC, the programs are quite slow to respond to key presses, and, for young children, this could be very frustrating. **Linda**

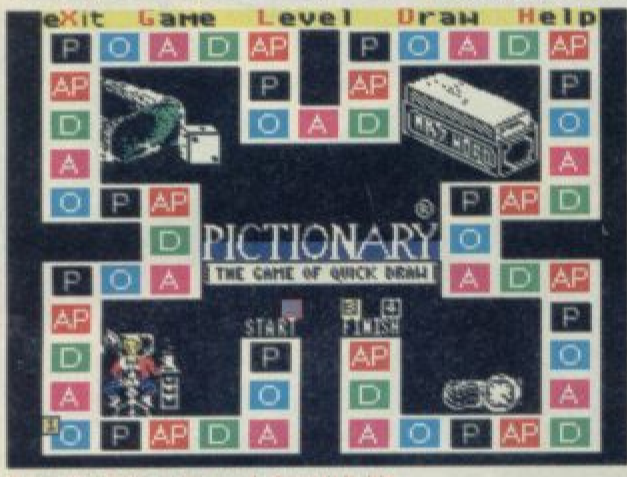


89%

Pictionary

The Hit Squad/£3.99 cassette
☎ 061 832 6633

Oh dearie dearie me, what a complete and utter waste of time. I'm sorry if I sound a bit negative, but I've just spent part of my afternoon playing the computer version of Pictionary. It was a stupid thing to do, I could have been doodling away on the back of an envelope and I would have contributed more to the world's pot of common knowledge. Harumph! Anyway, that's enough moaning for at least another paragraph, let's have a look at this *Pictionary* thing.

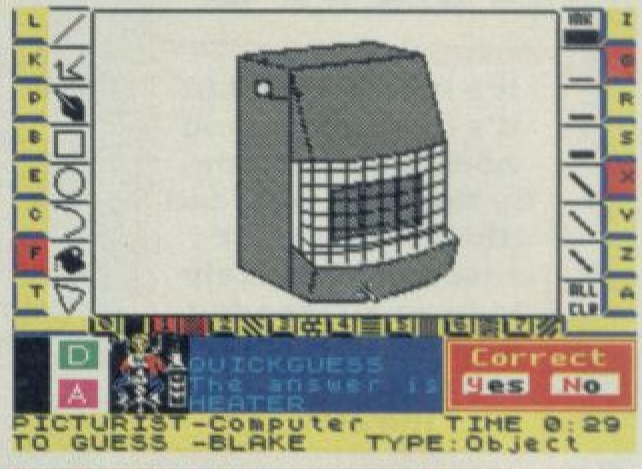


It actually looks quite good, doesn't it. It's a shame that you're about to be massively disappointed.

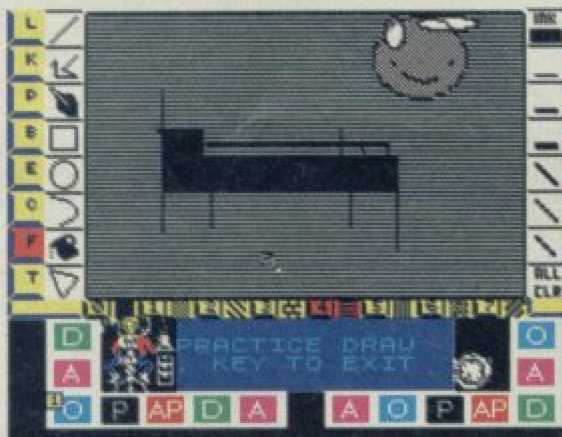


Pictionary the board game was, I am reliably informed, all the rage a few years back. It was the sort of game that misguided parents bought their children in a desperate bid to get them to play something educational. It was, in fact, a drunk yuppie's game. You can just imagine the box being bought to the dining table and dropped amongst the wine glasses and mint wrappers. An hour later, the party would have broken up, the Pictionary cards would be strewn all over the floor and none of the guests would be on speaking terms. That's what kind of board game Pictionary was.

Pictionary the computer game is even worse. At first it looks as if you're going to have a bit of fun as the initial screen is set out like a boardgame and there's a die and then it gets on to the picture-drawing bit. Phooey! This is where it really starts falling apart. You have to guess what picture the computer's drawn, you don't even have to tap in an answer. The computer prints the word and then asks whether you got it right or wrong. You could be honest, but what's the point. I really cannot see why anybody would buy this game. If you like the idea of drawing then you'd be a million times better off with any art package you can get hold of.



No matter how hard you try, you can never draw a picture as good as this. The computer has an unfair advantage. But then, so have you - you can lie!



This rather charming sketch actually started life as a bed. It is now a moon looking on a grand piano in a room with stripey wallpaper.

This really is the most banal thing I've played in ages. If you're considering buying this game and playing on your own against the computer – don't. It's a stupid thing to do. Even drunken yuppies won't enjoy this one – by the time it's finished loading, they'll have fallen asleep.

A truly useless game. **Linda**



30%

SAM CENTRE

NEWS

It's not official, but it's incredibly good news all the same. By the time you read this, West Coast's rescue bid is likely to have succeeded. JON PILLAR smiles a lot and takes up the story.

WEST COAST RESCUE BID SET TO SUCCEED

The negotiations between West Coast Computers, MGT's receivers Touche Ross and SAMCo's liquidators Stones Jones have reached the stage of verbal agreement. This means that although contract clauses have still to be settled, and the parties still have to sign on the dotted line, informally the Coupé has bounced back for a second time. Bob Brenchley, head of FORMAT Publications, one of the companies involved with the rescue deal, told SAM Centre on 15th October that West Coast is 'days away' from signing the contracts, and that 'there will certainly be a new supply of SAM 512Ks before Christmas.' A new slimline disk drive has been found to replace the Citizen drive, but as they have to be assembled by a small production company, this will limit the number of Coupés released before the New Year. FORMAT has also bought a quantity of ex-SAMCo software and hardware (though not the computers themselves). Send a sae to the FORMAT address, and they'll pass on a list of what's available.

REVELATION RETURNS

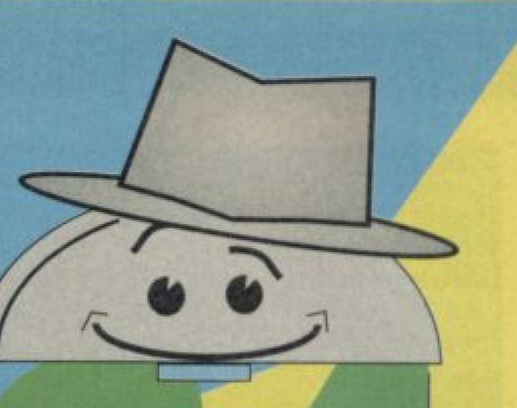
Further on the good news front, Revelation Software has returned from the great beyond. The new company has bought the rights to the old Revelation's software and also plans to release new programs of its own. The first such release is *The Secretary*, SAMCo's word processor. The Coupé's parent company had in fact sent out an early version but Revelation have the final, debugged program with manual for sale at £14.95. 'Old' *Secretary* owners will have the chance to upgrade for a modest fee, and will Revelation will be writing to them with the details.

SAM DISK CONVERTOR FOR AMIGA

Integrated Logic are working on version 1.1 of their Amiga to SAM disk convertor. Version one worked on the principle that both machines can read IBM-format disks, but the new program reads and writes SAM disks directly from the Amiga. There are two convertors available – the first changes SAM files (screens, text and samples) into Amiga format, and vice versa. You can also convert via a serial link. Each program will cost £10. For further information, send a sae to Integrated Logic.

PREVIEWS

FRED Publishing proceeds apace with another five software releases heading your way in November. Let's take a (very quick) look. By the way, FRED's now distributing *Boing!* as well, at £9.99. Hurrah, eh?



Dyzonium

£9.99

SAM owners will probably already have seen this game in its earlier incarnation as *Plasmoid*. After SAMCo's collapse, FRED bought the game and had the programmer, Balor Knight (of *Astroball* fame) polish up the rough edges. The game is very reminiscent of *Bosconian '87* – as a tiny space fighter you have to fly around an eight-way scrolling starscape picking off small groups of enemies and grabbing loads of power-ups. Still, if it works, why change it? *Bosconian* was a classic, and *Dyzonium* could well hit all the right buttons as well.

Potential ★★★★½

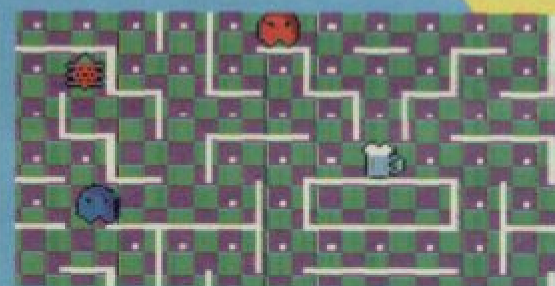


Sesame Street for a new generation. Here we see Oscar the Grouch spelling 'antidenominationalistically.'

The Bulgulators

£9.99

The infamous *Mr Pac* by any other name, this maze chaser is a conversion of the



The ghosts from *Pacman*, the mazes from *Ms Pacman* and the main character from *Ladybug*. Tch, eh?

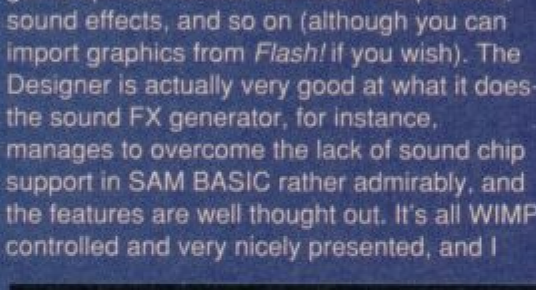
SAM COUPE ARCADE DEVEL

Well, here it is at last, SAM's answer to *AMOS*, going by the distinctly unhealthy sounding acronym of *SCADS*.

The 'System' comprises one disk and a very smart-looking two hundred and eight page A5 ring-bound manual. On the disk are a few demo programs, which, I have to say, do look quite impressive – and then there's the development system itself, split into two distinct parts, the Designer and the Supervisor.

The Designer

Basically, the Designer lets you make up your game sprites, rooms, animation sequences, sound effects, and so on (although you can import graphics from *Flash!* if you wish). The Designer is actually very good at what it does- the sound FX generator, for instance, manages to overcome the lack of sound chip support in SAM BASIC rather admirably, and the features are well thought out. It's all WIMP controlled and very nicely presented, and I



One of the demo games. It's a ridiculously hard version of *Asteroids* which drives people round the twist.



And another demo game. It's yer basic dash around a maze thing. Pulling it to bits and pinching all the programming techniques are good fun though.

actually enjoyed using it, to a point – that point being when you develop beyond the 'new user' stage, and the performance of a relatively simple task like undoing a mistake involves negotiating hundreds of menus (well, at least three) when a keypress should suffice.

In general, the menu system suffers from a badly thought-out design – for example, the confirmation 'Are You Sure? Y/N' tend to be situated on the far side of the screen from the current menu, which, when you're trying to get some serious work done, is not helpful. A bit of a rethink is needed for version two, I think. Let's not end on a bad note, though – the designer is actually a very good, very powerful program, just let down slightly by the menu system. Moving on...

The Supervisor

Once you've designed all your graphics, sound, rooms, etc, it's time to move on to the real bones of the program, the supervisor. This is essentially SAM BASIC with the extra

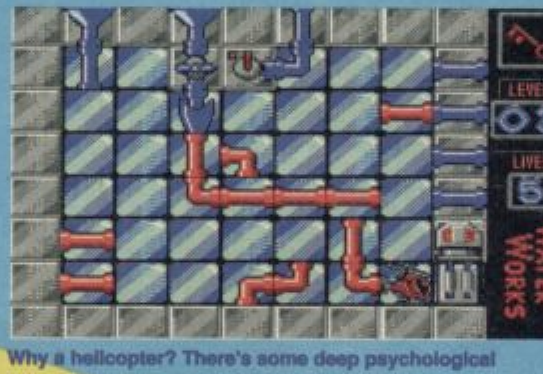
ancient and venerable *Ms Pacman*. One hundred levels of twisting corridors and sneaky dead ends, ghosts, power pills and bonus fruit will score on the nostalgia scale if nothing else. There are a couple of neat new ideas thrown into the pot – later screens have locked doors, and you have to collect keys to get into that bit of the maze, and I still love that multiple exit tunnel feature, where you don't know where the tunnel you're following will take you. It plays smoothly, but it's been done so many

M entre

times before and can we honestly say the Coupé really needs a Pac game?
Potential ★★★★★

Water Works
£9.99

There are elements of the famous puzzler in there, but don't dismiss this game as a *Pipemania* clone. For a start the water plays a much bigger part in the game – if you imagine each level as taking place in a huge fish tank, you'll see the importance of completing the layout before the taps are turned on. Later on



Why a helicopter? There's some deep psychological reason behind it, no doubt about it. Or perhaps the programmer just likes helicopters. Or something.

you'll need to let the water out in order to trip switches, close doors and drown nasties, and you'll even have to find a handy submarine to grab pipes from underwater. Basically it's a logic game, but one that tests your knowledge of physics as well, and the idea of having each level spread out over two or three screens is great. It's a slick mover to boot.
Potential ★★★★★

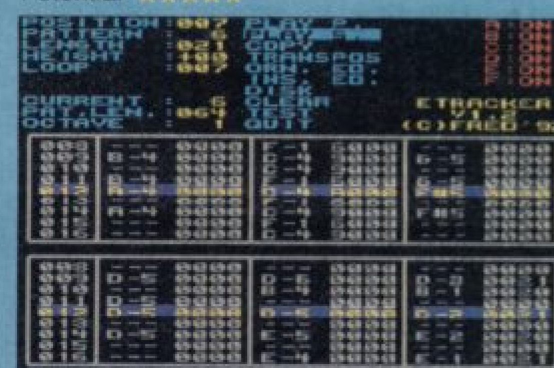
Spell Master
£14.99

Not so much a word processor as a spell-checker. *Spell Master*'s specification list is impressive: 80,000 words, user dictionaries and a routine that checks your spelling as you type. On the minus side the word processor part is another standard Tasword-alike, and the packaging is a joke. Why do publishers insist on putting utilities in very big, very empty boxes? (The *Spell Master* manual runs to a magnificent eight pages.) Still, should be popular with all those disk mag peeps eager to cure those drifting apostrophes.
Potential: ★★★★★

E-Tracker
£30

ESI's answer to Speccy *Soundtracker*, *E-Tracker* is a six-channel music program that promises to knock the friendly-but-limited *Sound Machine* into an unfashionably cocked hat. People familiar with *Soundtracker* (or any of the 16-bit equivalents) will feel right at home with the ugly front end and toe-curlingly powerful features.

The program's a little ragged round the edges at the moment, and software like this must be a monster to debug, but if the wrinkles are ironed out this will be something every musician has to have.
Potential ★★★★★

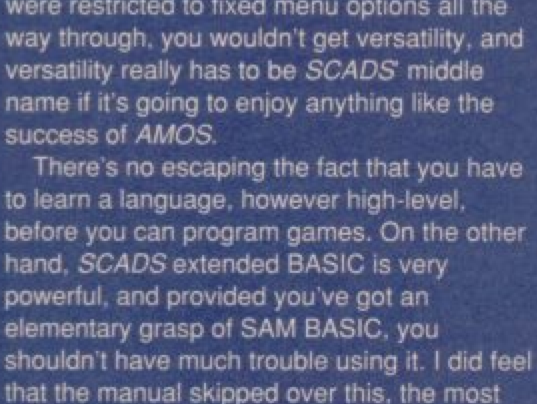


'Aie!' (Several thousand *Soundtracker* users.) 'It's that program again!' Oh aye. But with three extra channels!

ELOPMENT SYSTEM (SCADS)

commands thrown in, although admittedly the new commands are extremely powerful and there are plenty of them, but you do still have to know how to use BASIC, as you'll need a fair sprinkling of DO...LOOPs and your IF...THENs to make the thing work. This is, unfortunately, where all the nice front end WIMP business stops. Let's face it, if you were restricted to fixed menu options all the way through, you wouldn't get versatility, and versatility really has to be *SCADS*' middle name if it's going to enjoy anything like the success of *AMOS*.

There's no escaping the fact that you have to learn a language, however high-level, before you can program games. On the other hand, *SCADS* extended BASIC is very powerful, and provided you've got an elementary grasp of SAM BASIC, you shouldn't have much trouble using it. I did feel that the manual skipped over this, the most important section, a bit though – a few more tutorials would have gone down a treat, instead of having to depend solely upon the glossary at the end.



It's the main menu. Basically. The trouble with *SCADS* is that you use an extended BASIC, so actual programming screenshots are mindbogglingly dull. Sorry.

Final Verdict Time

Having pointed out most of my personal quarrels with the program, I really ought to finish off by saying that *SCADS* is a very powerful games designer. One which anyone with enough unquenchable enthusiasm could use to create their own games, with only a fraction of the hassle that the other, more conventional languages provide.

The fact that this is the first version, though, does show. Badly thought-out menus, lack of Supervisor documentation, and several unforgivable glitches in the manual (all you need is a proof reader!) all go to show that it needed a bit more polish.

At present, there are no plans (as far as I know) for a second version, although there is a *SCADS Compiler* in the offing. This will convert your games into machine code, allowing anyone to play them, because at present you have to own a copy of *SCADS* to play *SCADS*-created games, so that's good news. My advice to you is, buy if you think you've got a long enough concentration span to cope with the rough edges. My advice to Glenco is get the compiler out ASAP, take a long hard look at *SCADS* and release an improved version with a discount for existing users. Judgement has been passed. Thank you and goodnight.
Craig Broadbent

82%

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34 Bourton Rd, Gloucester GL4 0LE. ☎ 0452 412572
Revelation Software
PO Box 114, Exeter, Devon EX4 1YY
FRED Publishing
40 Roundyhill, Monifieth, Dundee DD5 4RZ
Integrated Logic
41 Warrix Ave, Irvine, Ayrshire, Scotland KA12 0DW

Third time lucky, eh? Join me next month for the news everyone's waiting for. In the meantime, I'm off to check the post for more SAM Upgrade coupons. Be seeing you.

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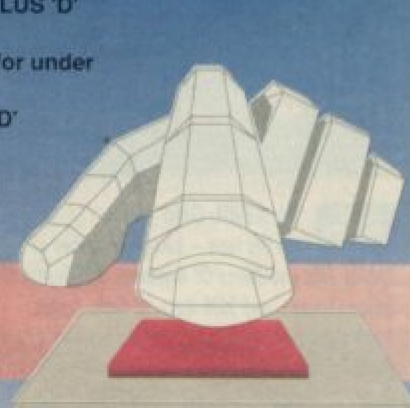
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76 APRIL ONo YS76
On the tape – complete games of *Sphinx Jinx* and *Blood Of Bogmole*, and demos of *Space Crusade* and SAM *Batz 'n' Balls*. Inside there's the best adventures and loads of SAM games. Plus! A free badge too. Hurrah!



77 MAY ONo YS77
On t'tape there's full games of *Mazemania* and *Quest Adventure* and a demo of *Tilt*. Plus! Free Indy doorhanger. Inside! *The Addams Family* previewed, *Potsworth and Co* Megagamed and absolutely tonnes more.



78 JUNE ONo YS78
What a tape! Full games of *Dark Star* and *Mission Omega*. Plus! *The Addams Family* and *Astroball* demos and the *GACPAC* utility. And! An extra special 16 pages of tips and a fabby Steg the slug high-score card! It's happening.



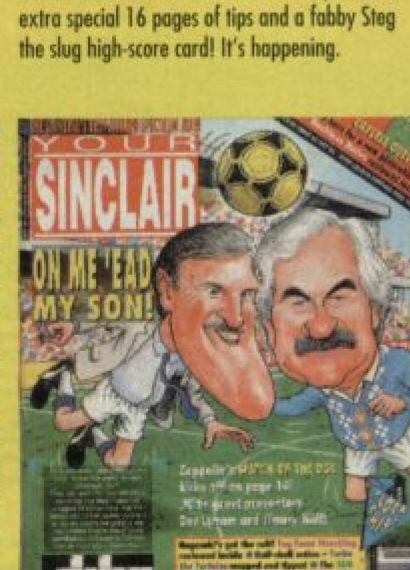
79 JULY ONo YS79
Full games of *On The Run, 2112 AD* and *Non Compos Mentis 2*. Plus! A playable demo of *Turbo The Tortoise* on the tape. Inside! *Captain Dynamo, Grell and Falla, Snare* and *Steg* reviewed. Plus! Speccy hardware rounded up.



80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. Inside, Batman and Robin round up the bat games. On the tape – complete games of *Defenders of the Earth, Forbidden Planet* and *Logo*. Smashing!



81 SEPT ONo YS81
Popeye 3 Megapreviewed and *Sleepwalker* reviewed inside. On the tape you'll find complete games of *The Famous Five, Ant Attack, SAM Tetris* and *Block Dizzy*. Plus! *Match of the Day* demo and a PD demo.



82 OCT ONo YS82
Match of the Day and the *SAM Adventure System* reviewed. *Reckless Rufus* Megagamed. Full games of *Wriggler, Anttilis Mission, Mental Block* and *Z-Man* on t'tape. Plus! A PD utility and a SAM demo.



83 NOV ONo YS83
Full games of *Nexor, Retarded Creatures and Caverns, Haunted House* and *Tetroid*. Inside there's tonnes and tonnes of Doctor Who stuff including a Megapreview of *Dr Who – Dalek Attack*. Exterminate!

LOOK! IT'S THE CLUES!

DOWN
1. One-eyed monster who ate sheep whole. (7)
2. ... And Friends In the Greed Monster - An Adventure. (4, 4)
3. A kind of upholsterer's silk. (You'll never get it!) (7)
4. Fishermen's Friends. (8)

ACROSS
1. What Dizzy's after. (8)
5. Part of the machine. (3)
6. A real sad case. (4)
7. Not very exciting. In fact, not at all exciting. (6)
8. Home to Gruesome Greenies. (8)

Send your answers to:
YS December Crossword, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies!

KILLER KOLUMN FROM OUTER SPACE!

GFI is Go!

In the 60s *Thunderbirds* made FAB a national catchphrase (even though nobody knew what it meant – Funderbirds Are Bo never seemed too convincing). Now Gerry Anderson is hoping that GFI is going to be the acronym for the 90s, and this time we know what it stands for: G-Force Intergalactic.

GFI is a new animated series which will feature 'breathtaking' computer animation. The premise sounds pretty much like a deep space version of *Thunderbirds* (but then wasn't *Stingray* just an underwater version of *Thunderbirds*? *UFO* a live-action version of *Thunderbirds*? *Terrahawks* a not very good update of *Thunderbirds*?). G-Force is an independent force based in a solar system that's got a lot of crime, most of it caused by an organisation known as Diados. But never fear because G-Force has a load of hi-tech spacecraft prepared for any problem.

The twist this time is that the Thunderbird 2-style craft, called Galaxy, doesn't carry any back-up equipment, it actually creates ancillary vehicles capable of dealing with the current crisis. Must be pretty nifty with a spanner then.

No transmission details have been settled for *G-Force*, but the BBC have revealed that they will be screening Gerry's other new series, the thirteen-part live-action *Space Police* (change that title!) next year.

KILLER BYTES



Wipe that smirk off your face at once, young lady.

- Cult comic book character *Tank Girl*, the one with the boots and the attitude, is to make the leap from the pages of *Deadline* to celluloid
- *RoboCop* in blood shortage shocker! Film number three in the series is said to be aimed at a more family-based audience!
- When asked whether he'd like to direct *Batman 3* Tim Burton (who cracked the whip on the first two) replied, "I'd rather drive an ice-pick through my head." He didn't enjoy the experience, then?

Look Before You Leap

Quantum Leap is getting weird. While in the UK we're still getting the fairly sane episodes. The latest series in the US looks set to be as loopy as very loopy thing indeed. In fact, once it's been shown people'll be saying that loopy things are as loopy as the latest season of the exceptionally loopy *Quantum Leap*.

There is going to be an all-animated episode in which Sam leaps into the body(?) of a cartoon character, while in another he gets stranded on a desert island with Brooke Shields. There's also the possibility he may become Magnum PI for an episode.



Hey! What if Sam were to leap into the body of Bert the stick insect?

Time Warped

The planned season of *Doctor Who* repeats this autumn has been postponed. It will now start showing in January. Apparently, the BBC had put aside a series of half-hour slots for the programme, then suddenly realised just a couple of weeks before transmission that Doctor Who is actually 25 minutes long!

Live Long and Prosper
Dave Golder

NEXT MONTH



In next month's issue of the world's most supreme Spec mag, we bring you...

News – if it's vital, we'll tell you!
Reviews – find out which games to ask Santa for!
Previews – 1993 starts here. Happy New Year!
Programming – find out how to move your Pathetic Pablo Brother around the screen in the second instalment of Steve's Programming Launderette. All white? (Ahem.) Plus! A special Christmas Pitstop Special with absolutely oodles of stuff.
And! A Pico special. Find out what the Speccy's first family are doing this Yuletide! And what exactly has Spec Tec got to do with all this?
What's more – all the regulars line up for their annual Christmas shilling. Cheers!
Plus **–** as a special Christmas treat there'll be a super free tape head cleaner stuck to the cover.

The Christmas issue of Your Sinclair will be in the shops from the **3rd of December**, ready to spread a little seasonal cheer and promote goodwill among Spec-chums everywhere!

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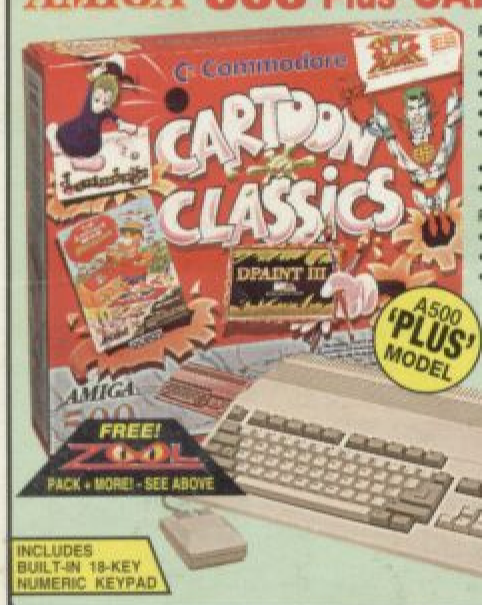
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AMIGA 600 — AMIGA 600 COMPUTER WITH FREE! Lemmings & DELUXE PAINT III PLUS! FREE GIFTS FROM SILICA

SEE PANEL ABOVE

FREE! ZOOL PACK + MORE! - SEE ABOVE



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